

FIG.1

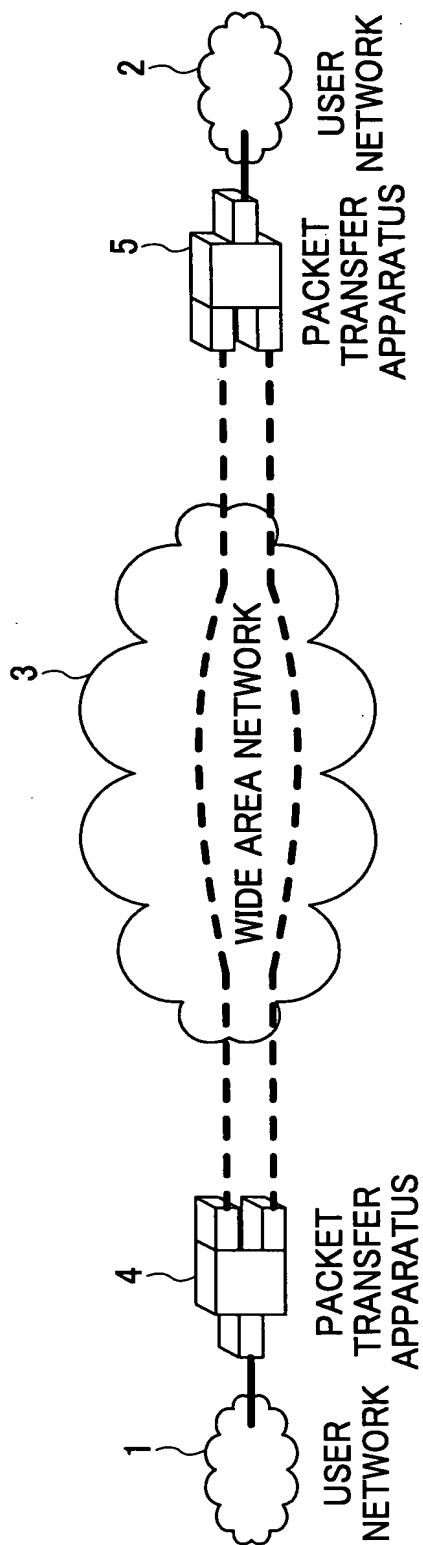
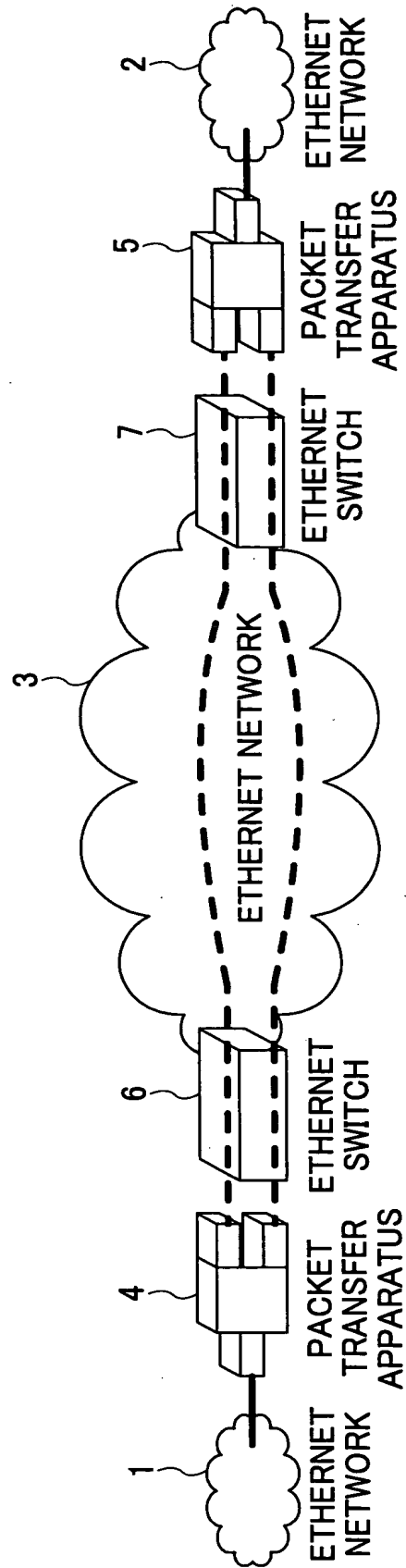
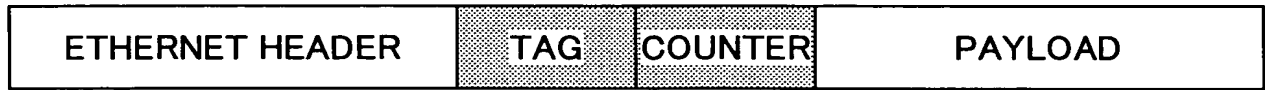
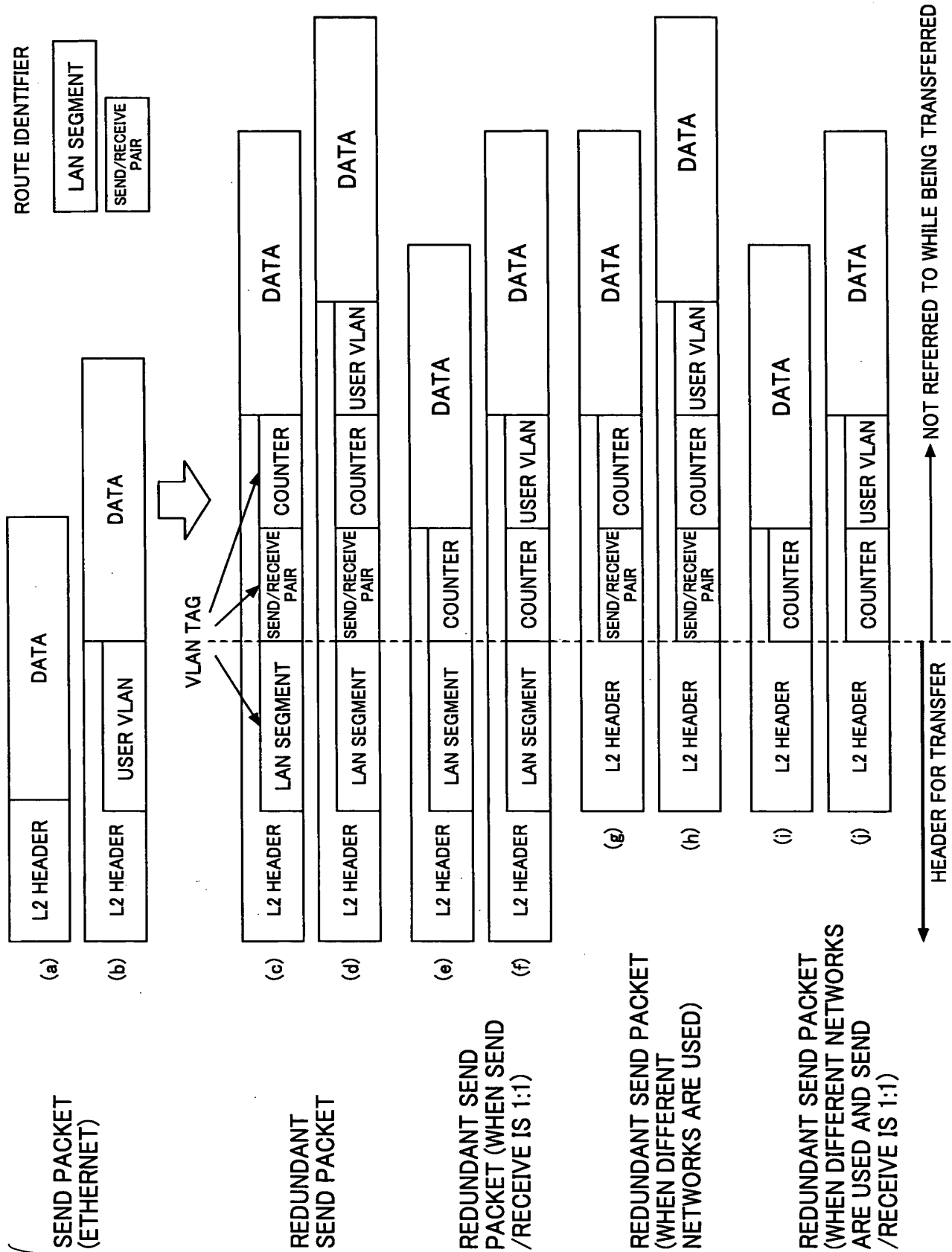


FIG.2

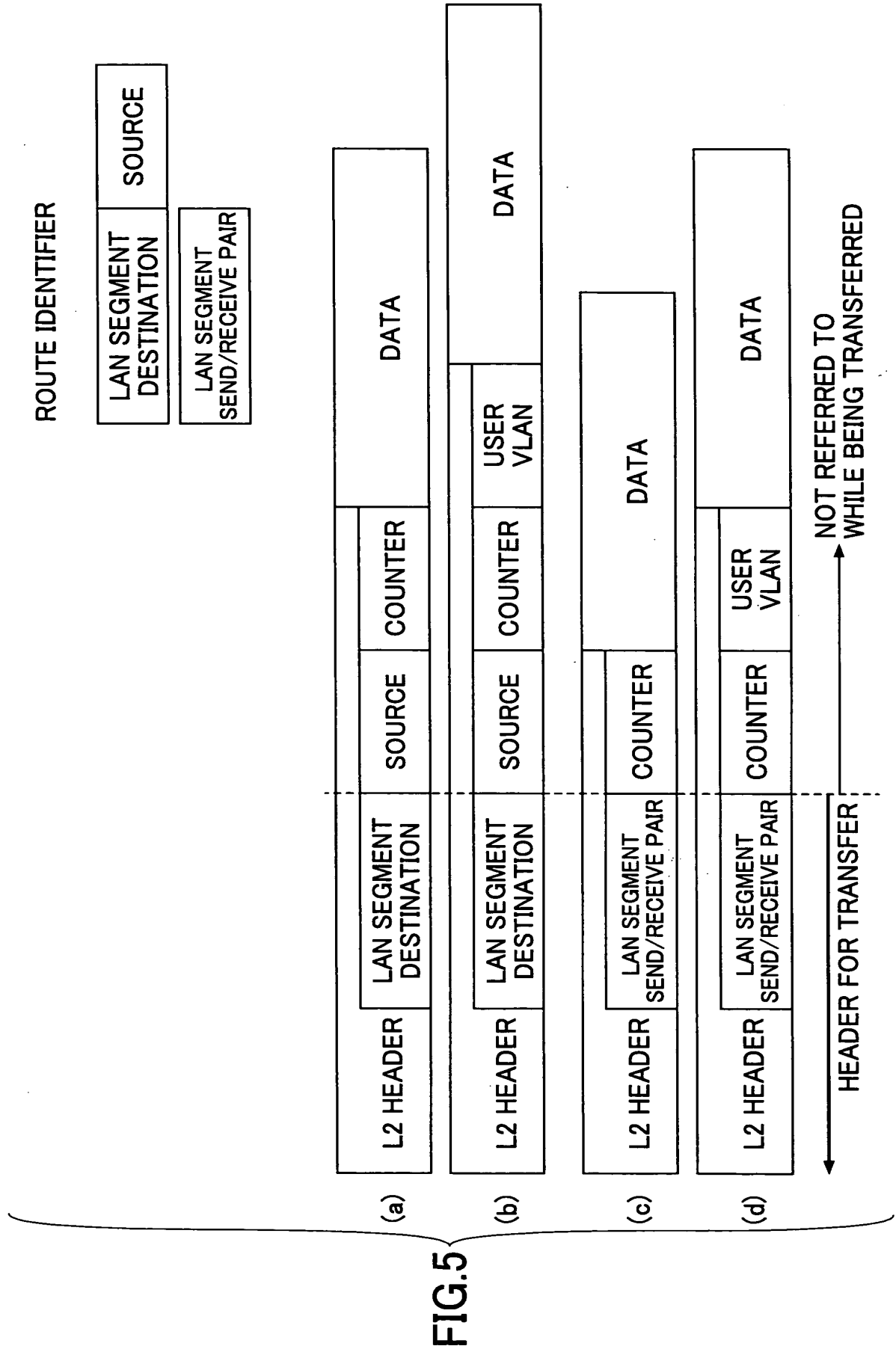


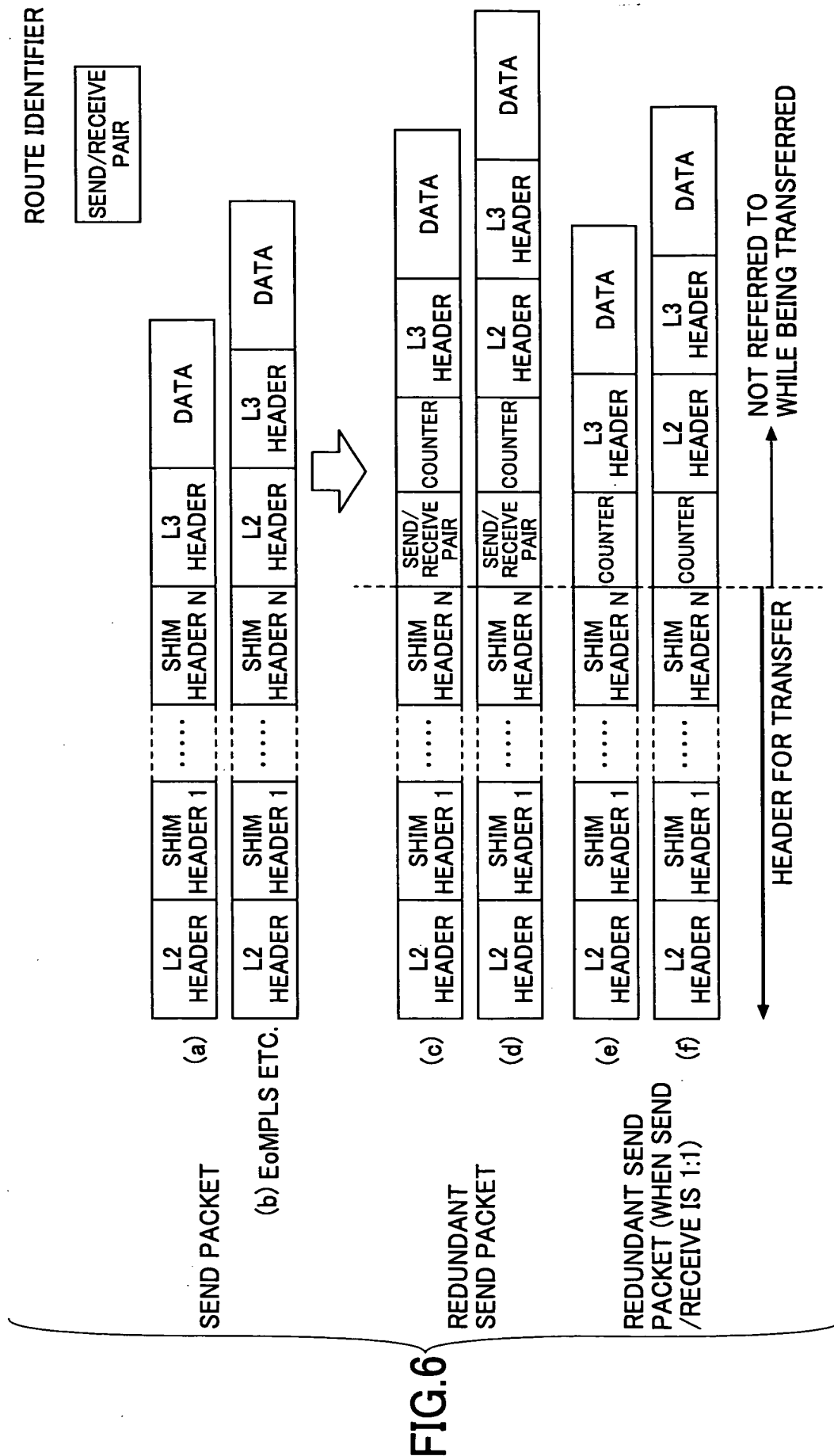
## FIG.3





**FIG. 4**





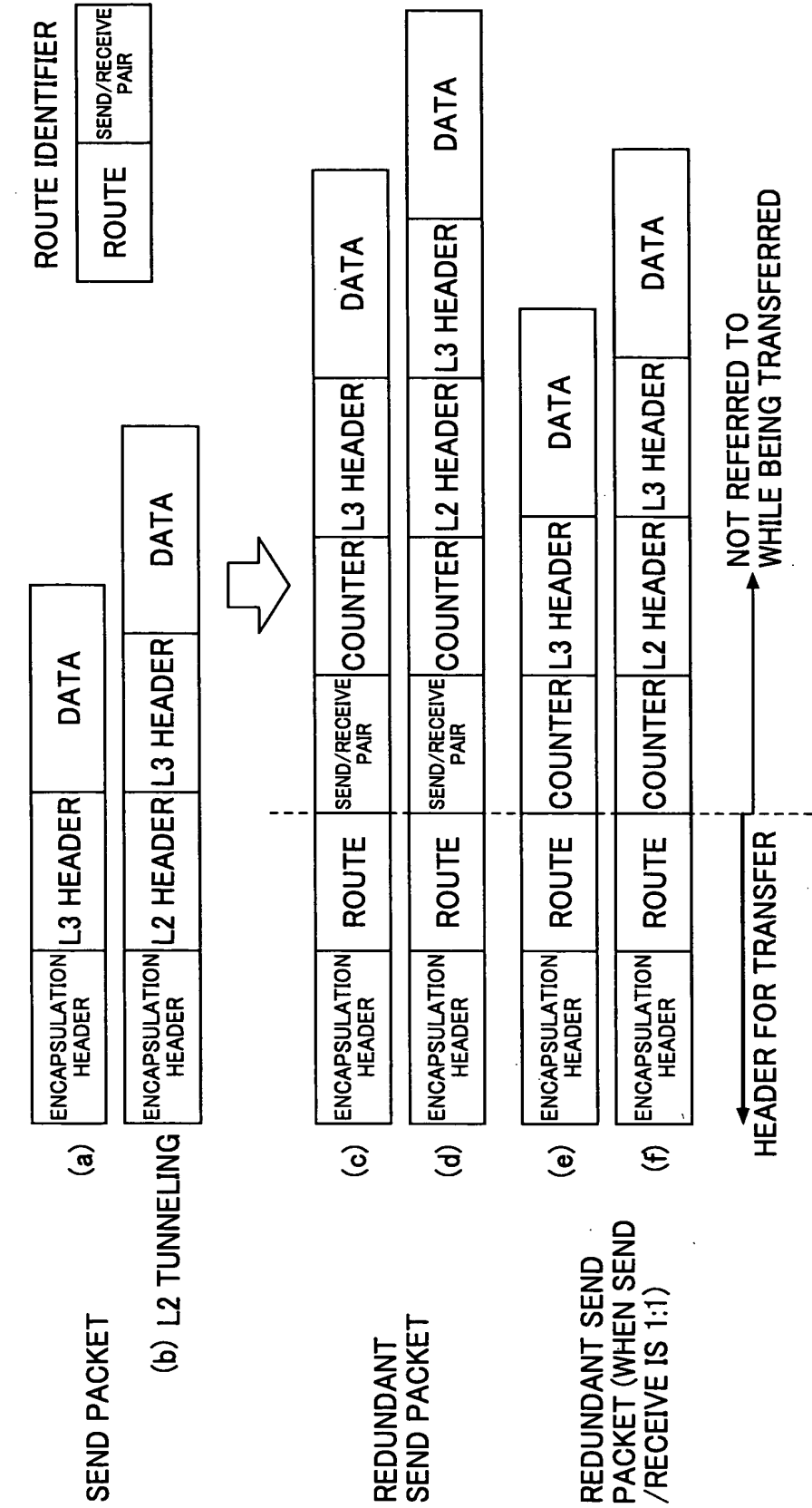
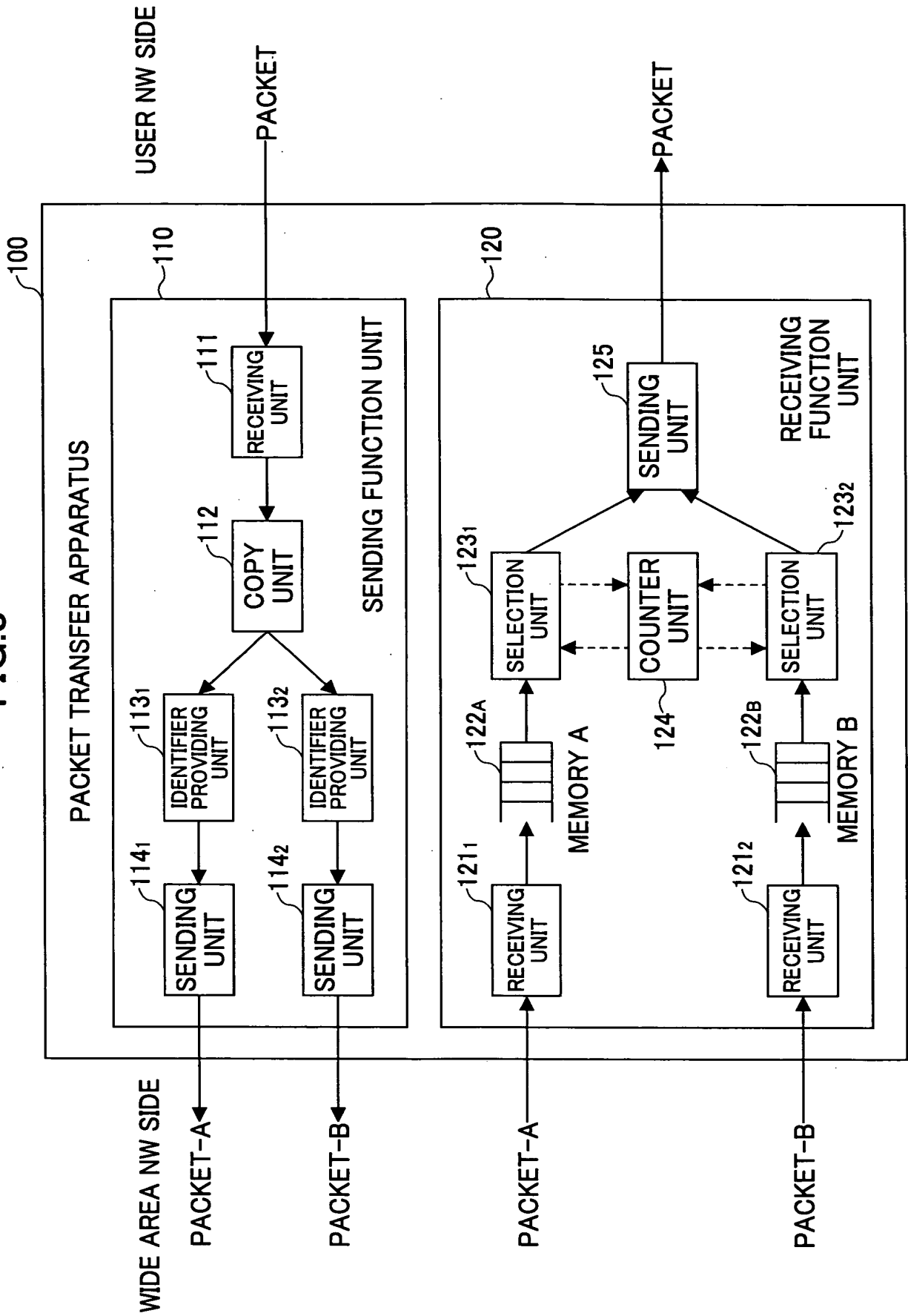


FIG. 7

FIG.8





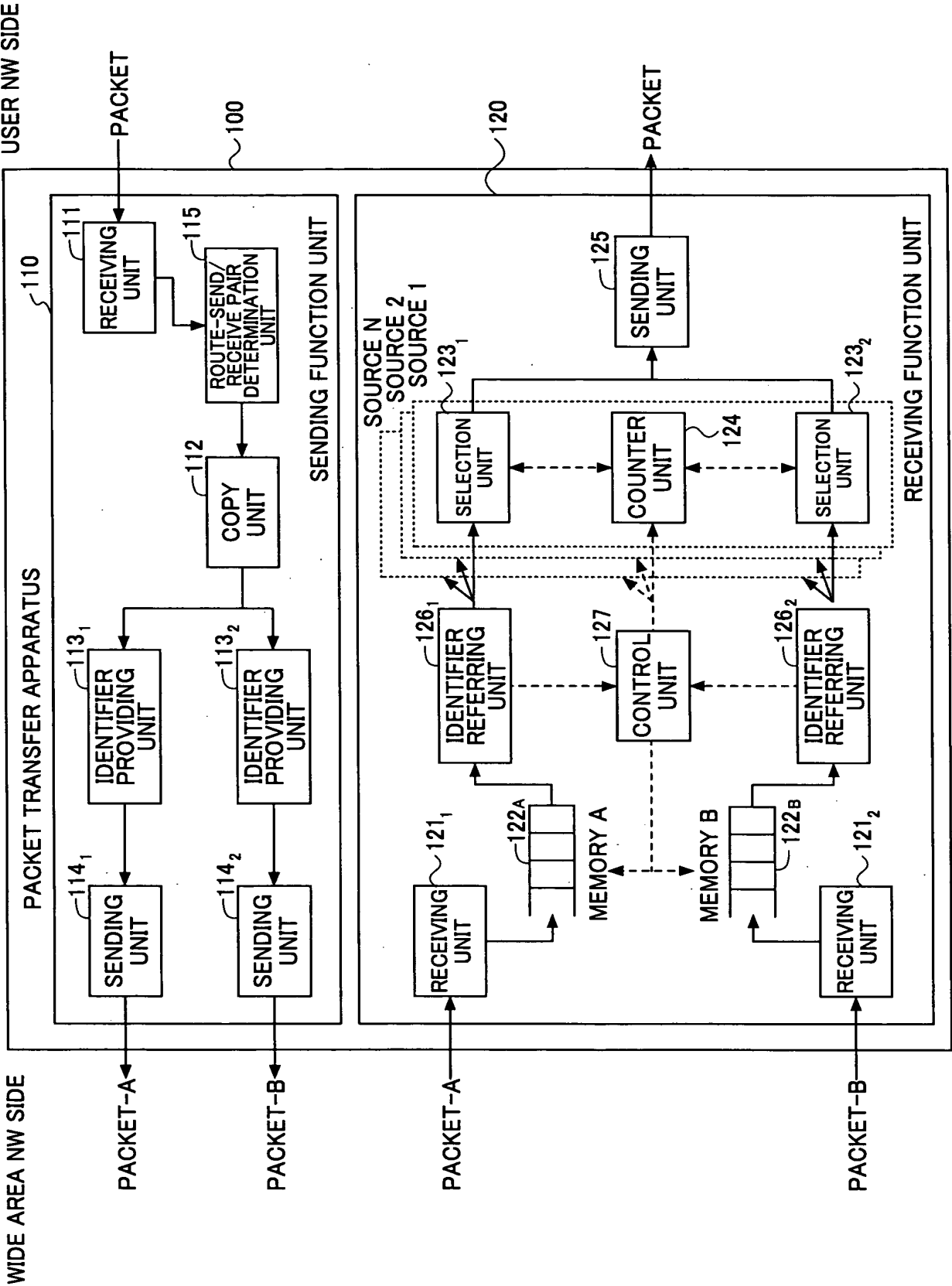
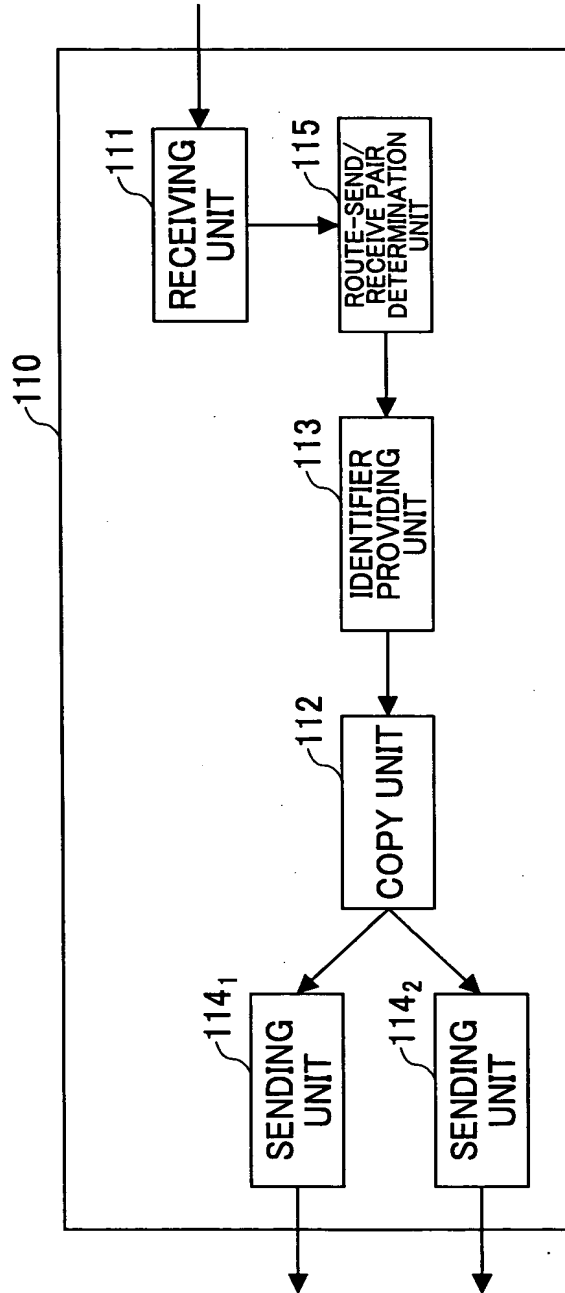


FIG.9

FIG.10



**FIG. 11**

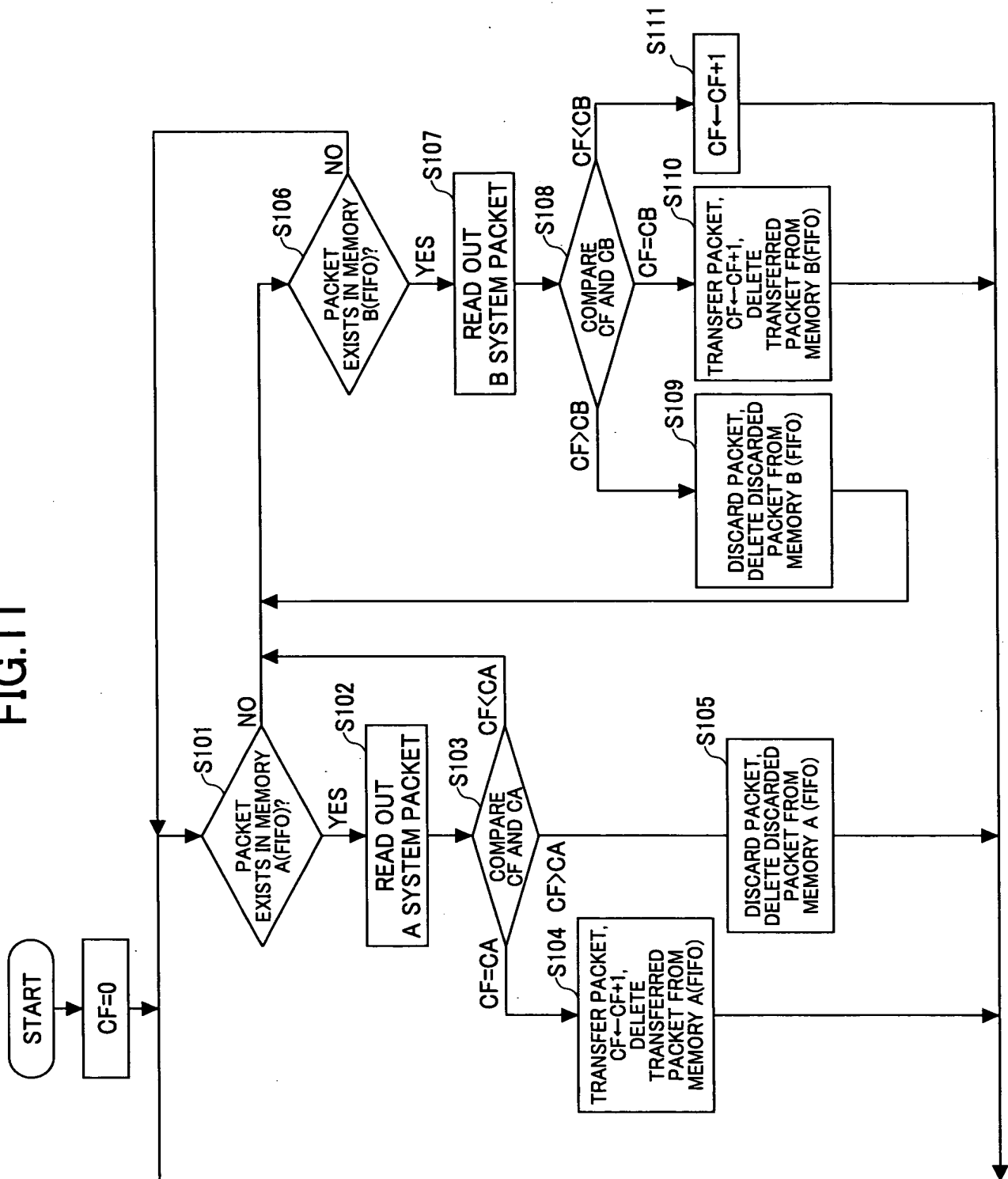
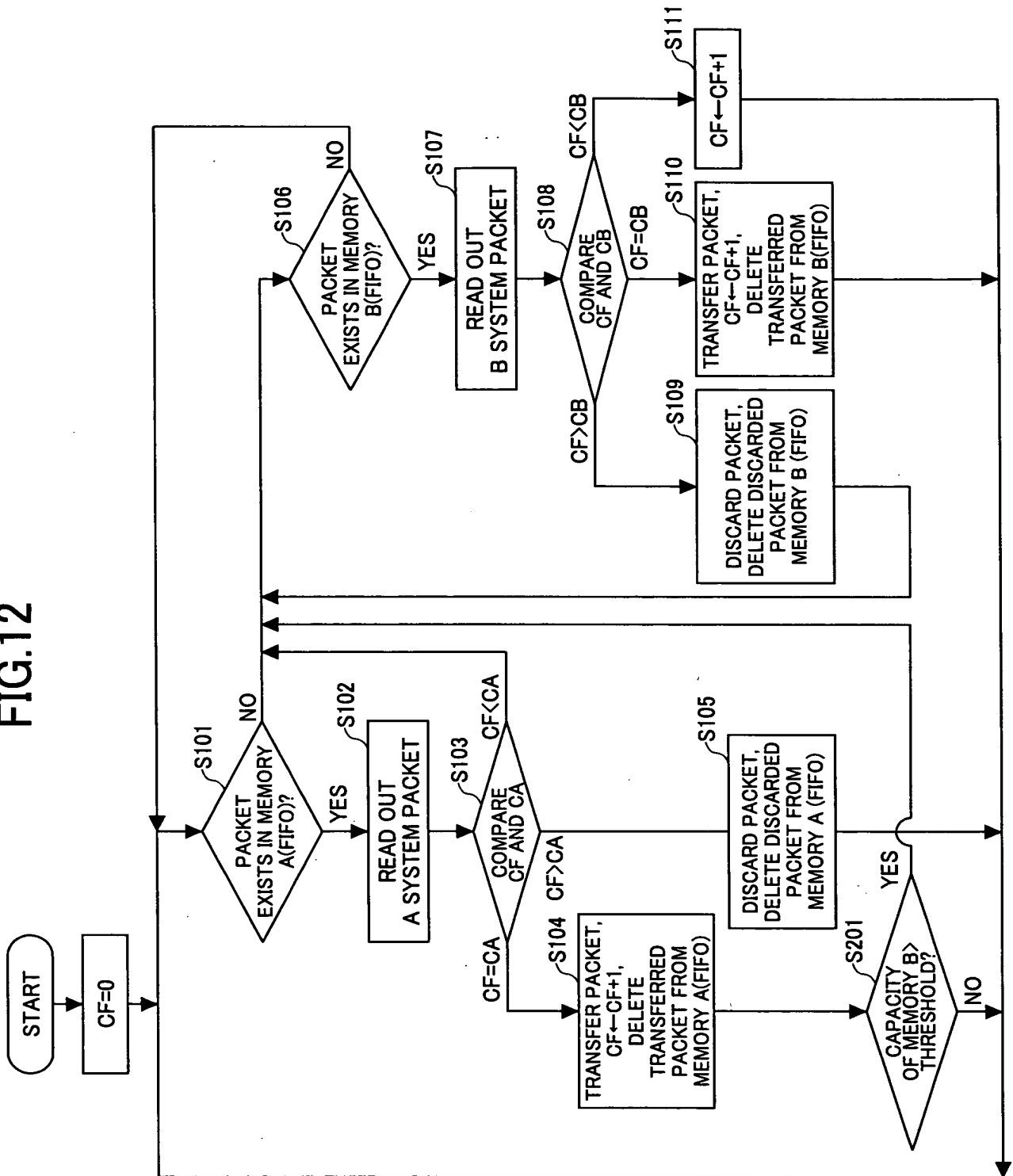


FIG.12



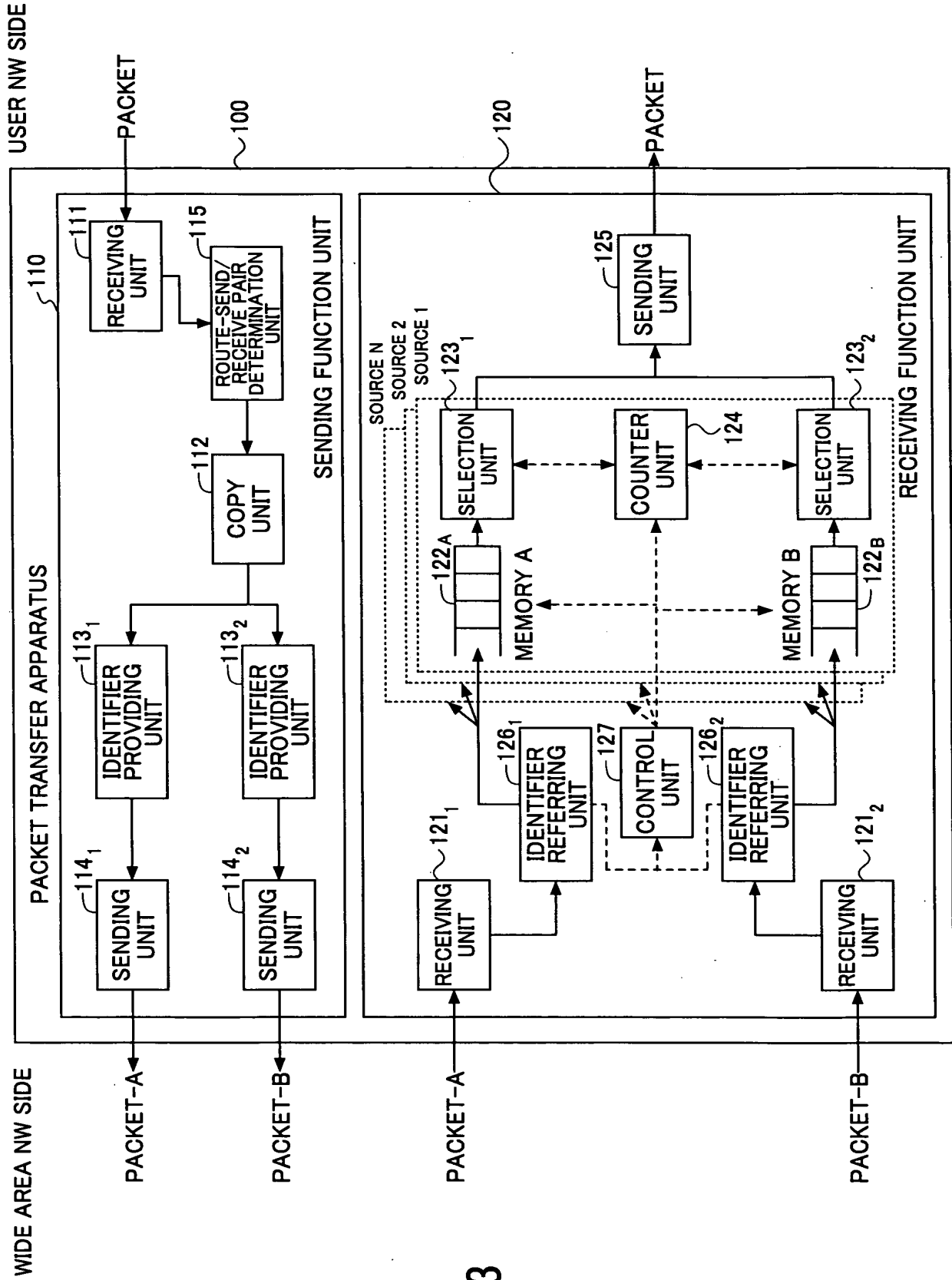


FIG.13

FIG.14

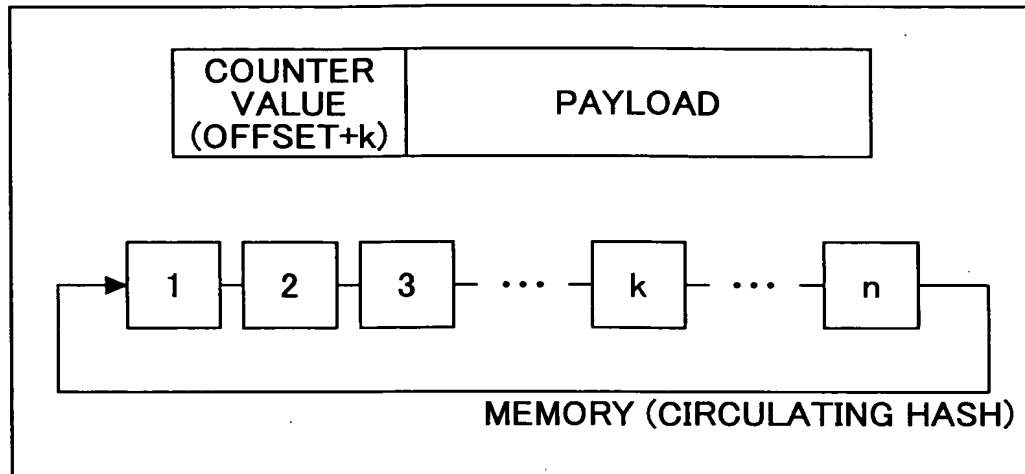


FIG.15

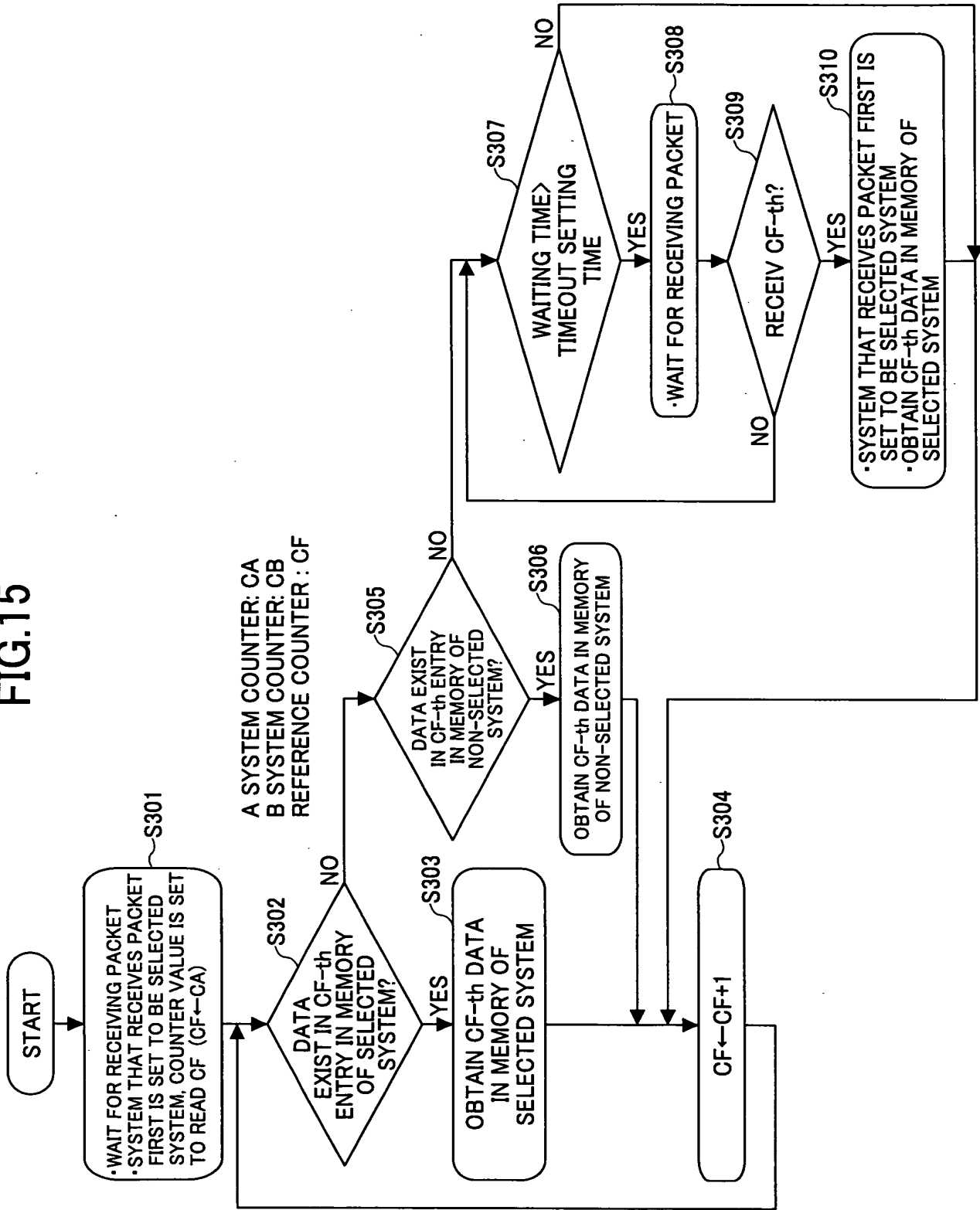
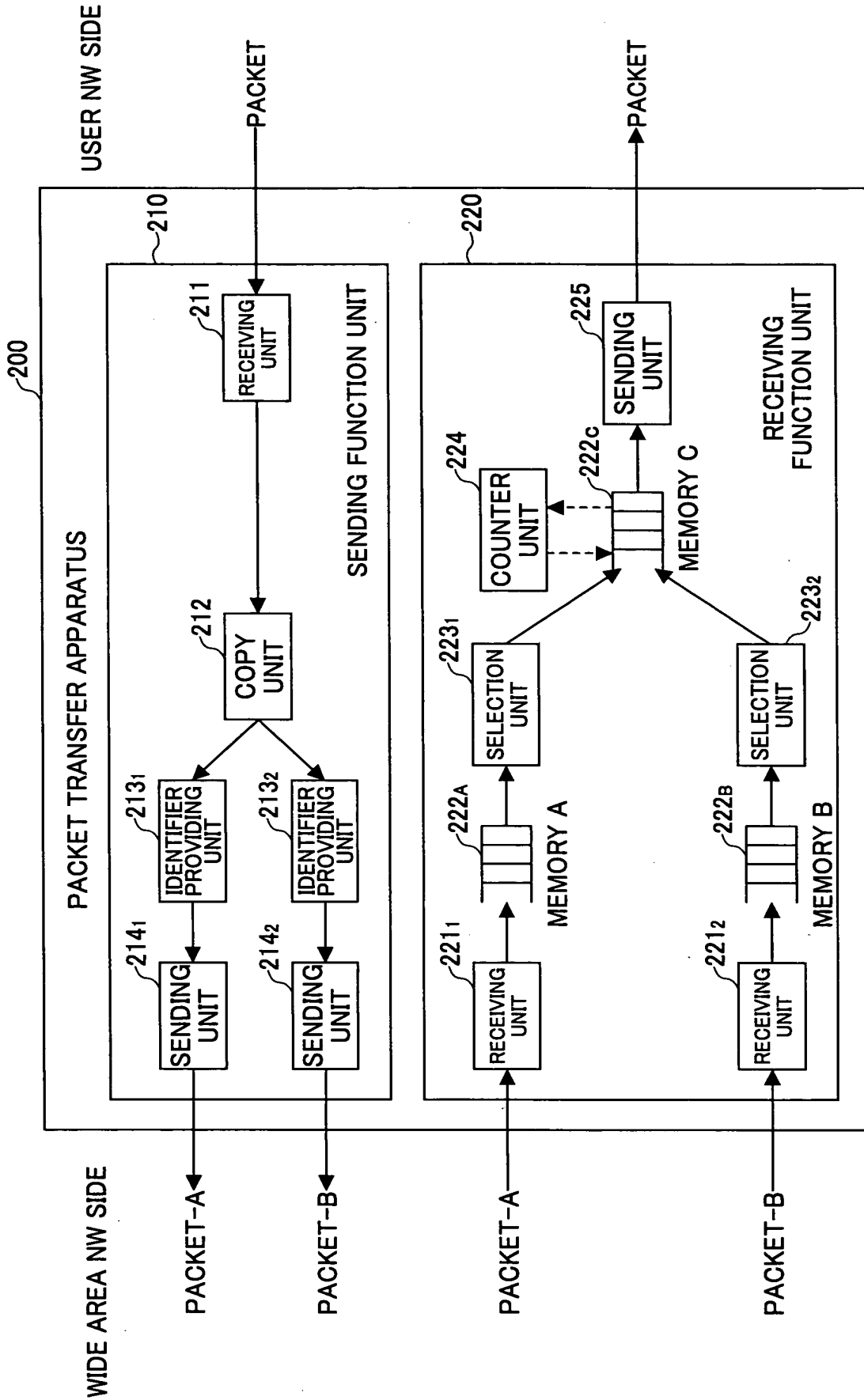


FIG.16





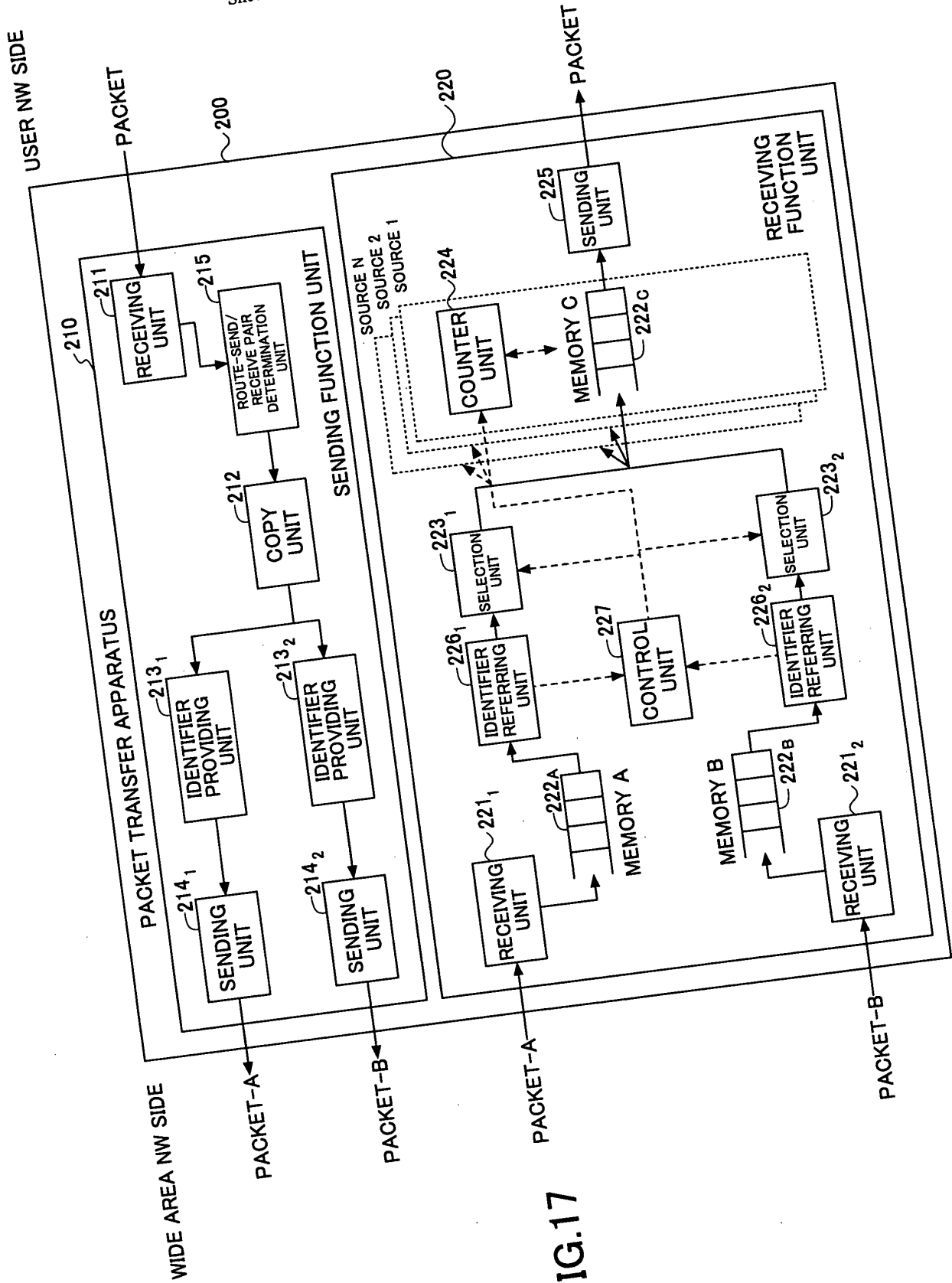
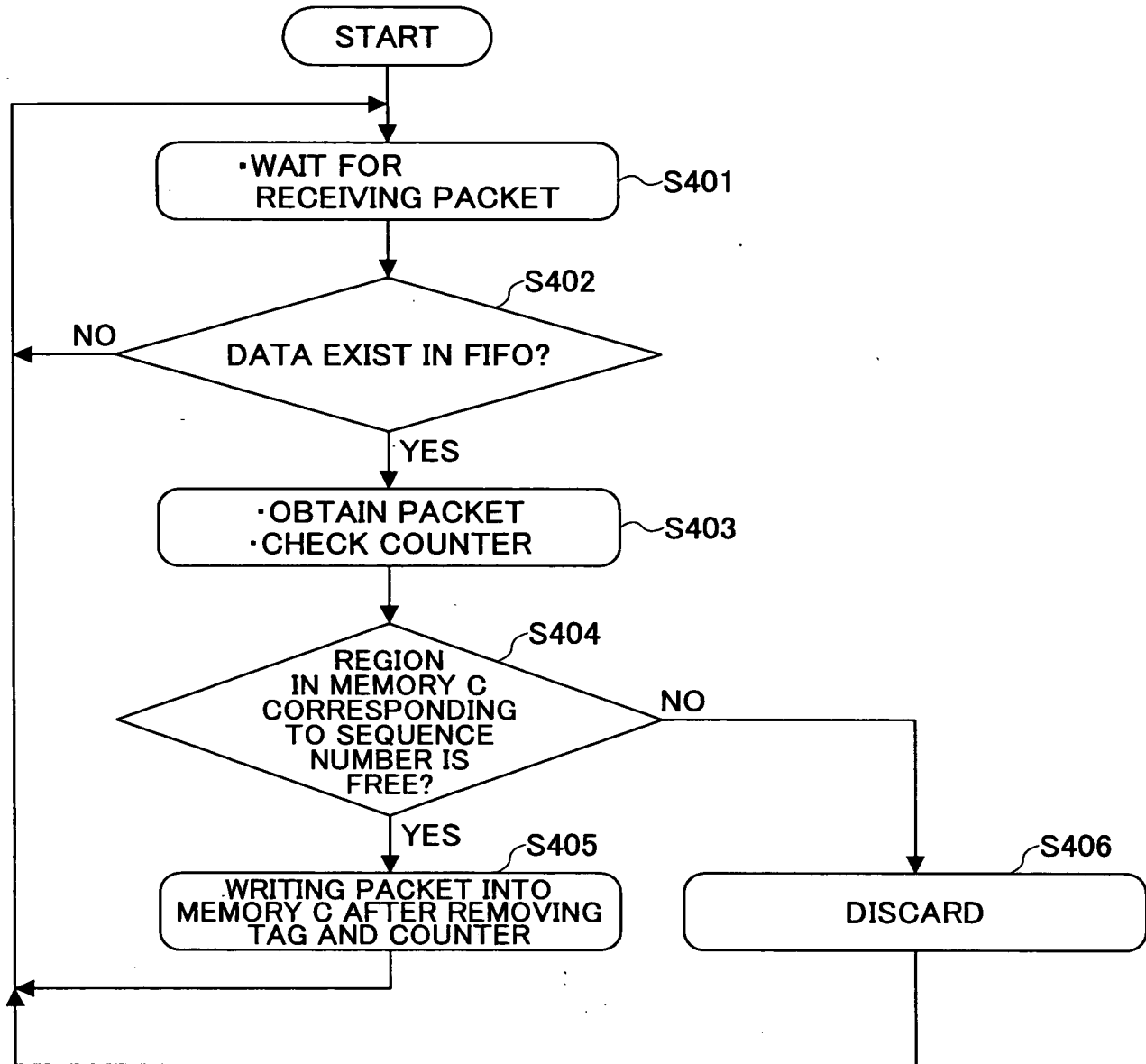


FIG.17

FIG.18



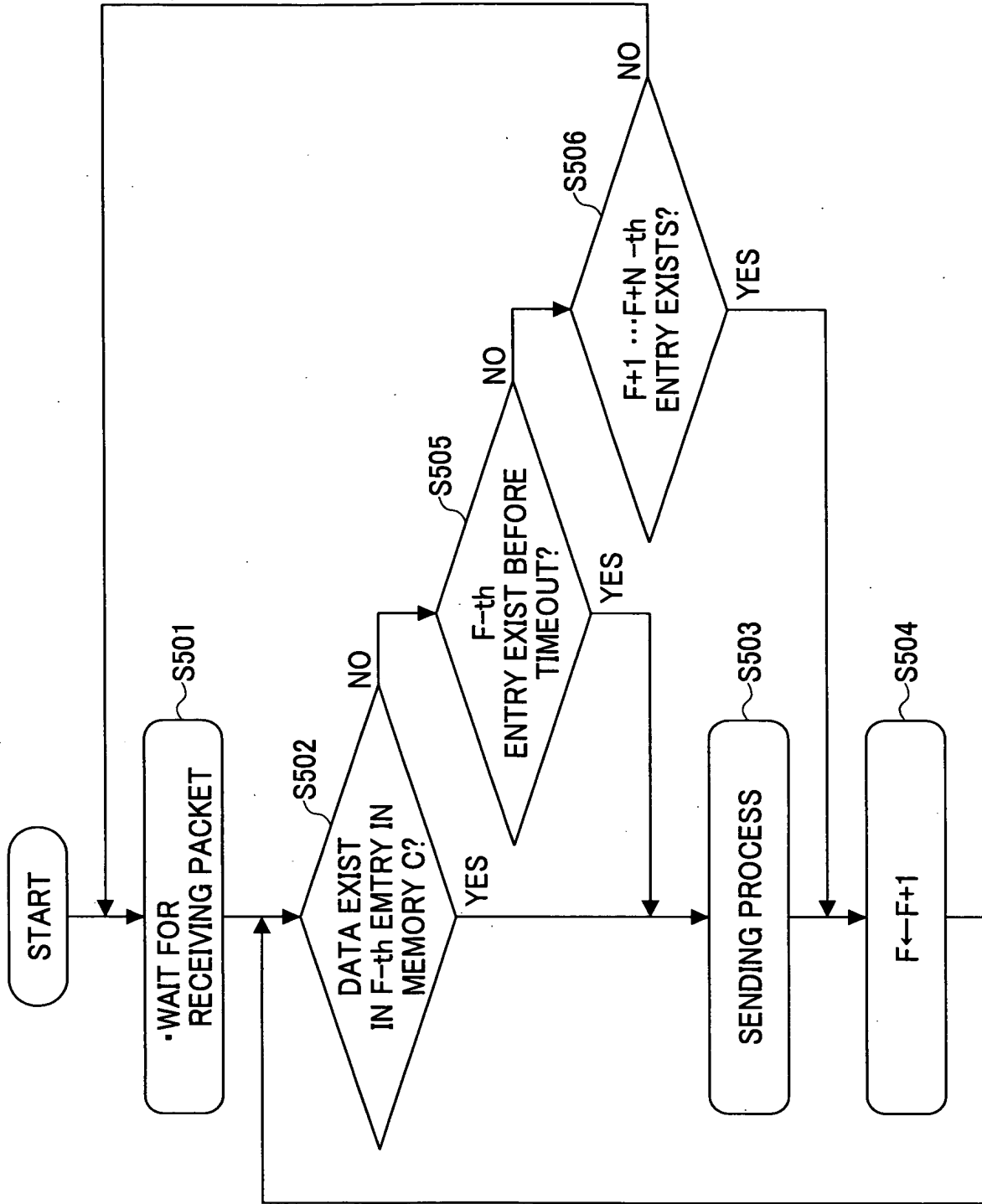


FIG.19

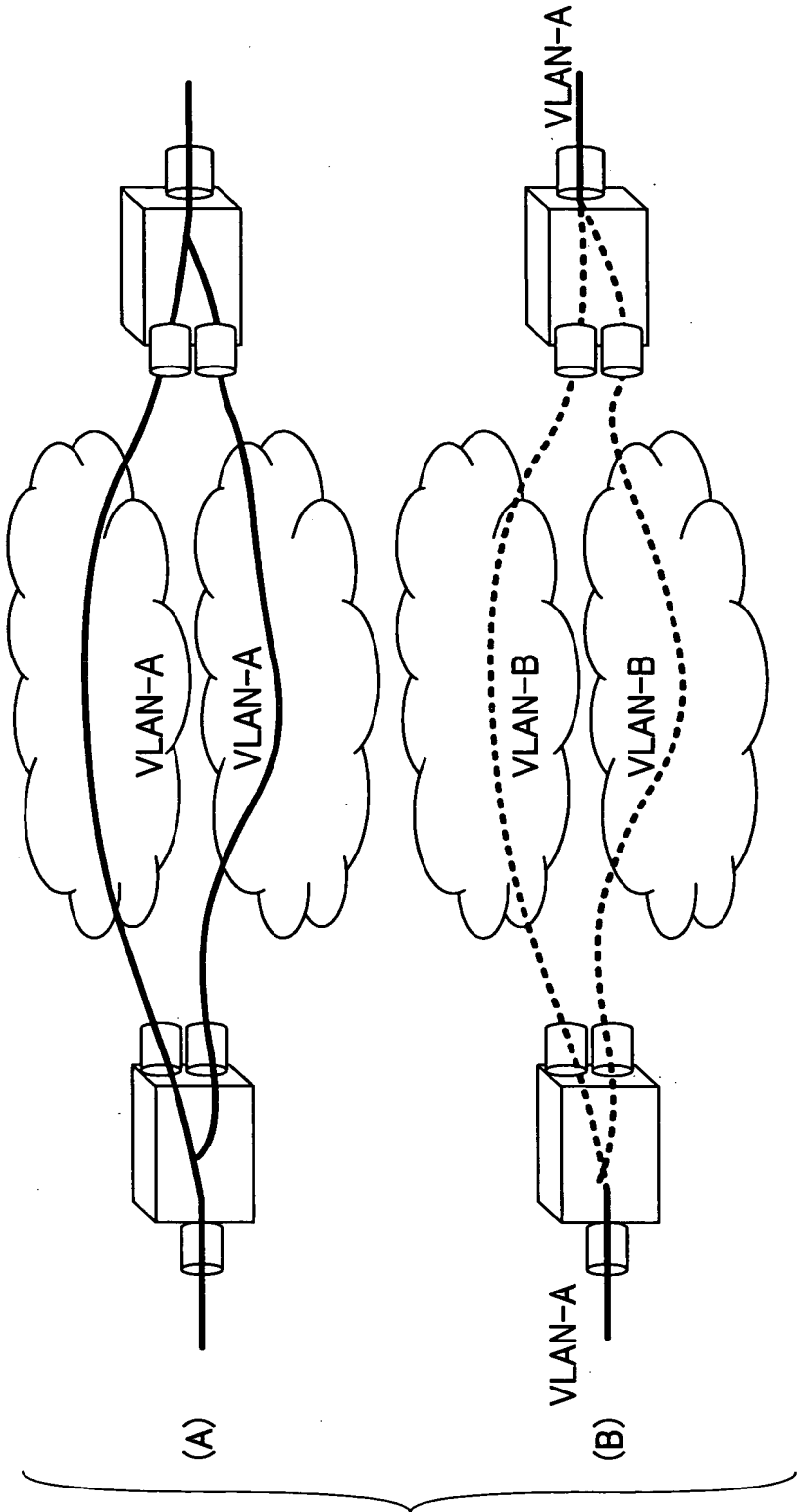


FIG.20

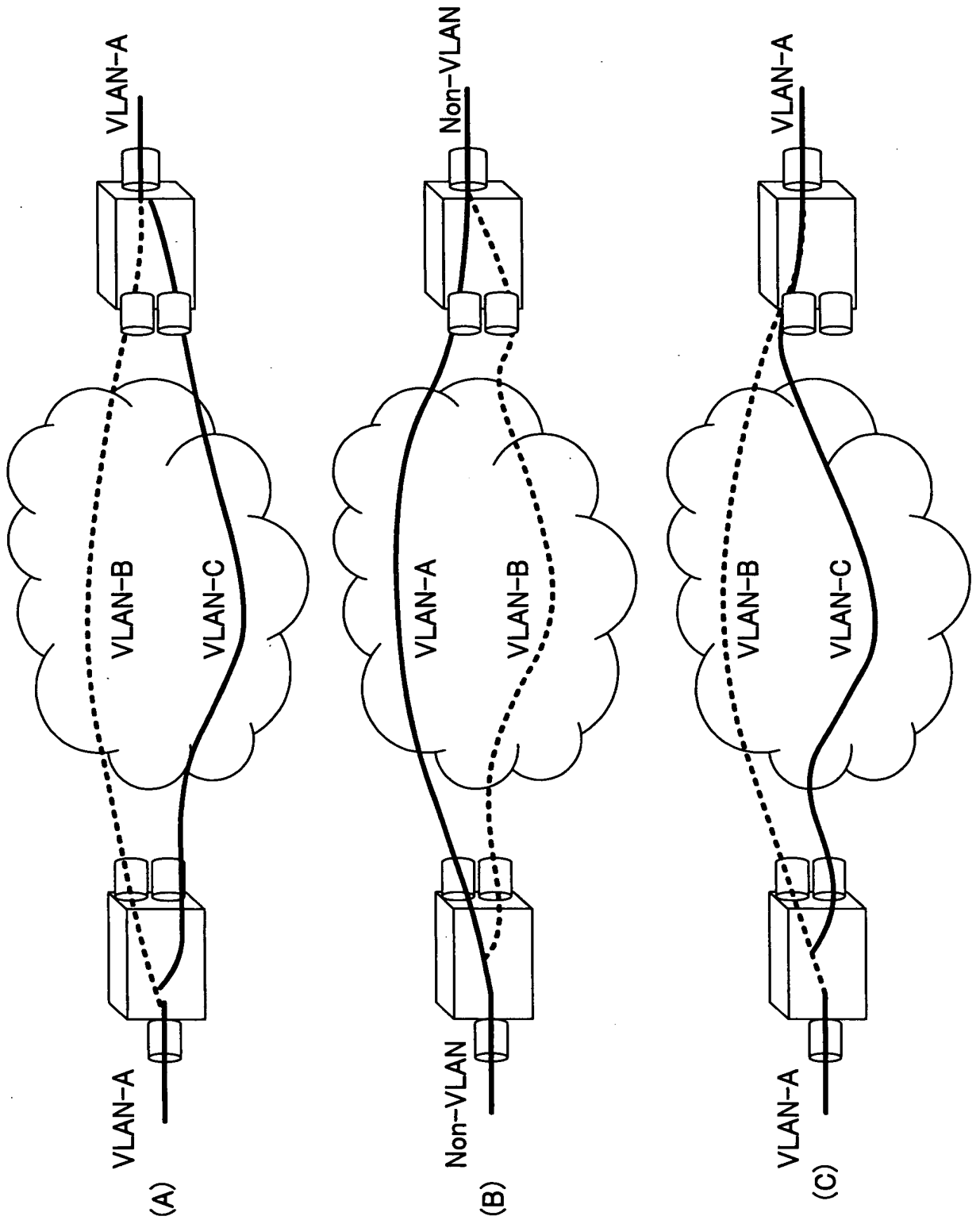


FIG.21

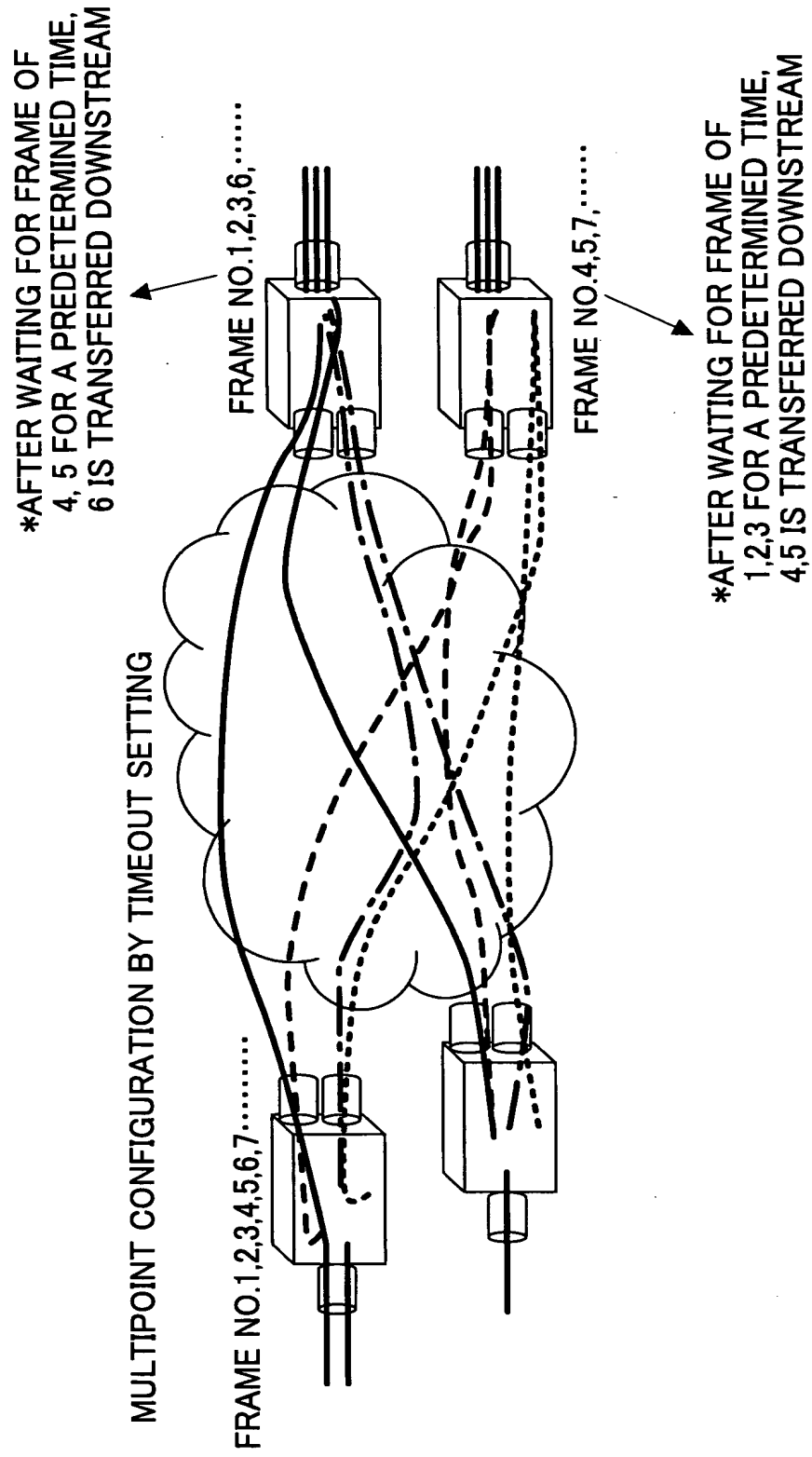


FIG. 22

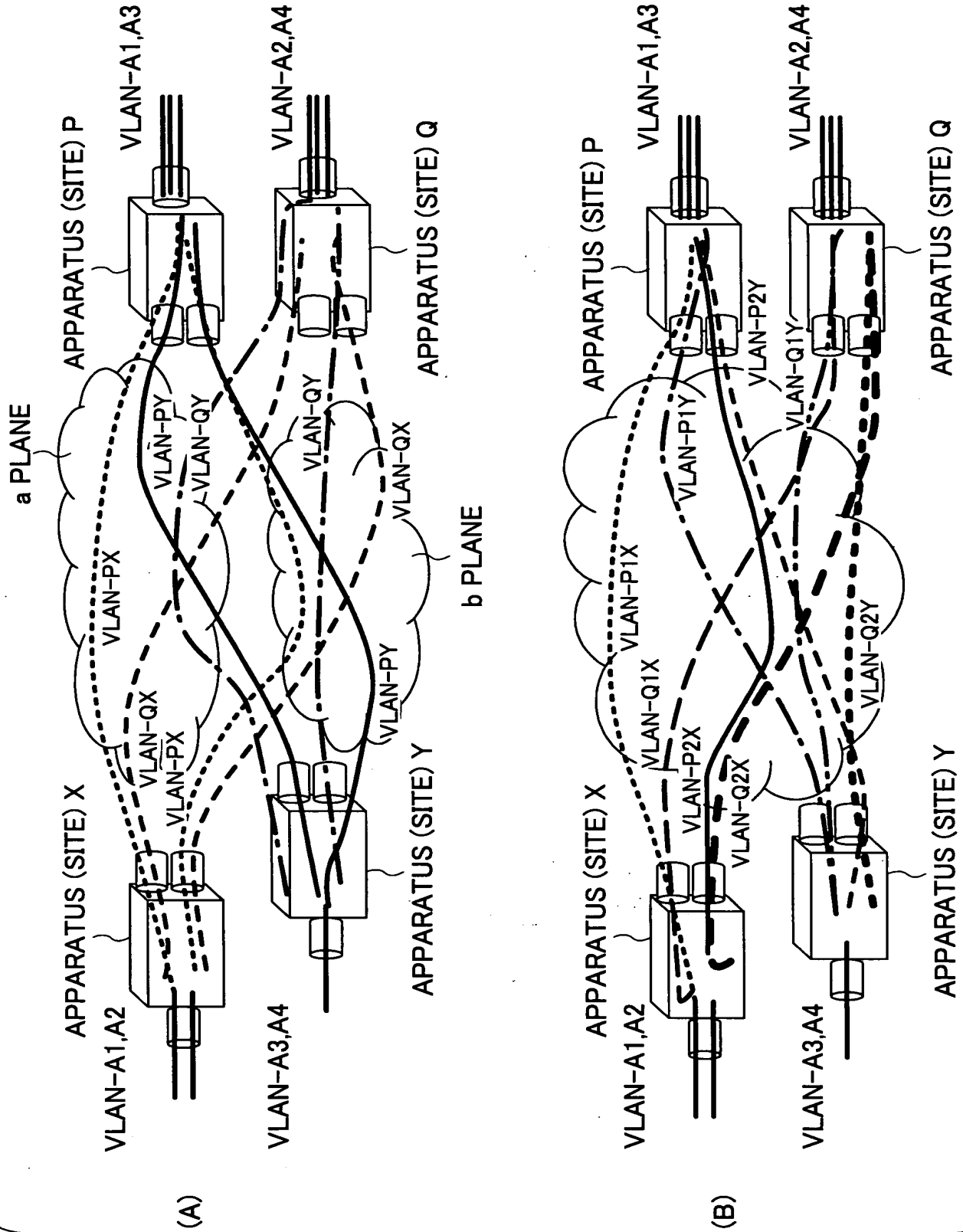


FIG. 23

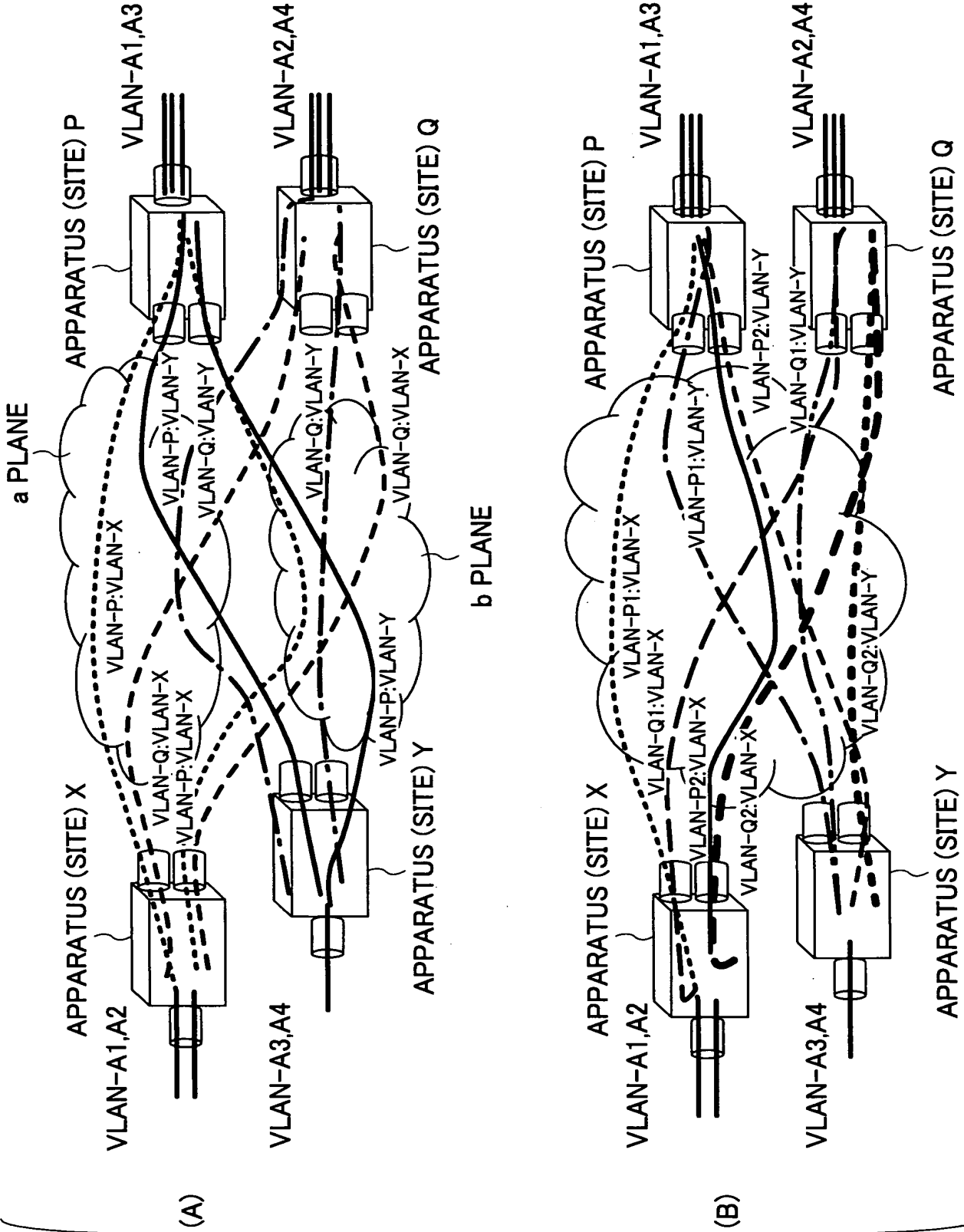


FIG.24



PROVIDING VLAN TAG DEPENDING ON SEND ROUTE AND ID DEPENDING ON SEND/RECEIVE PAIR

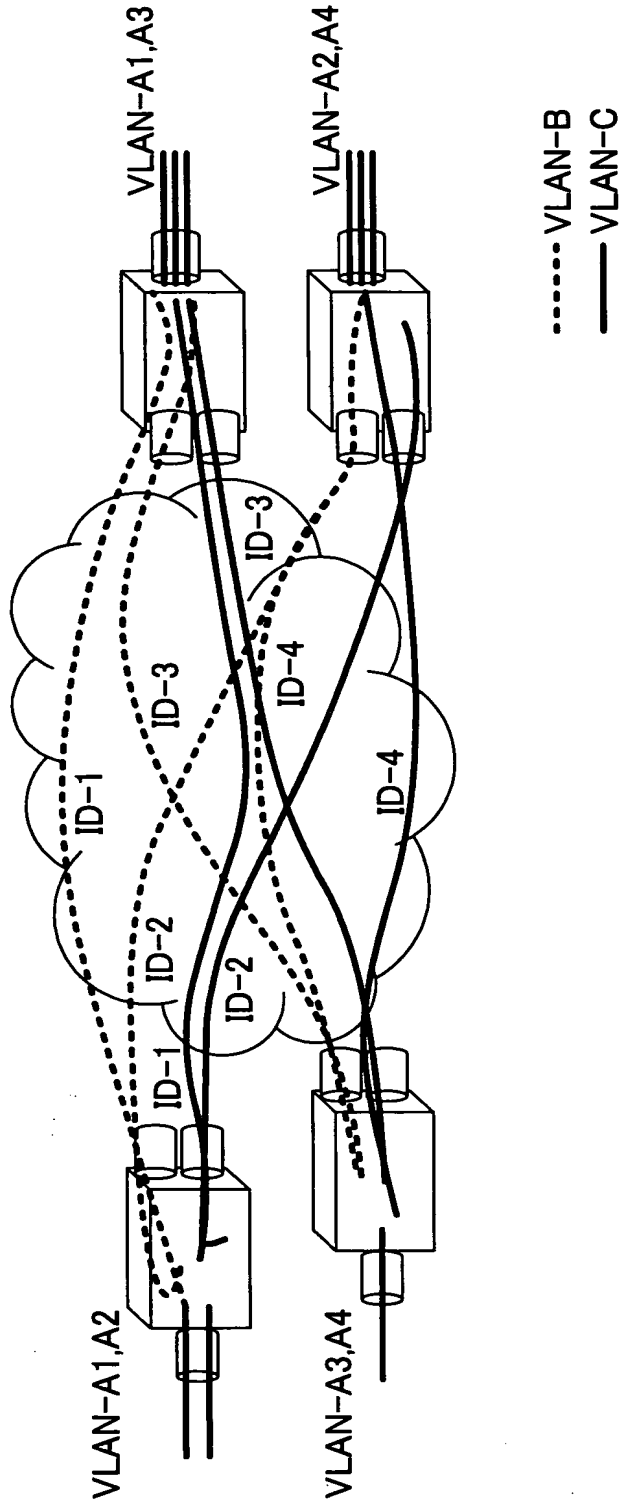
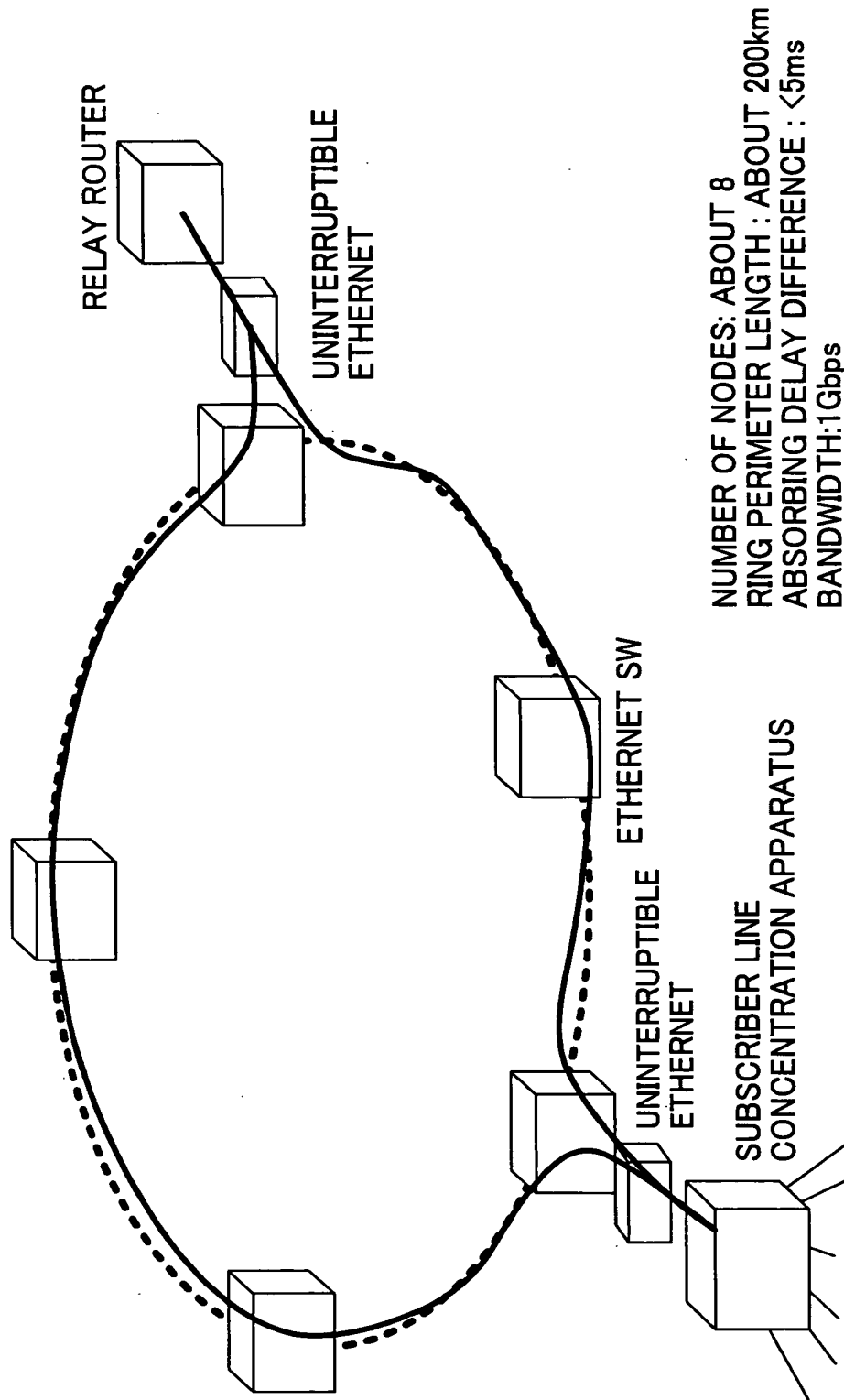


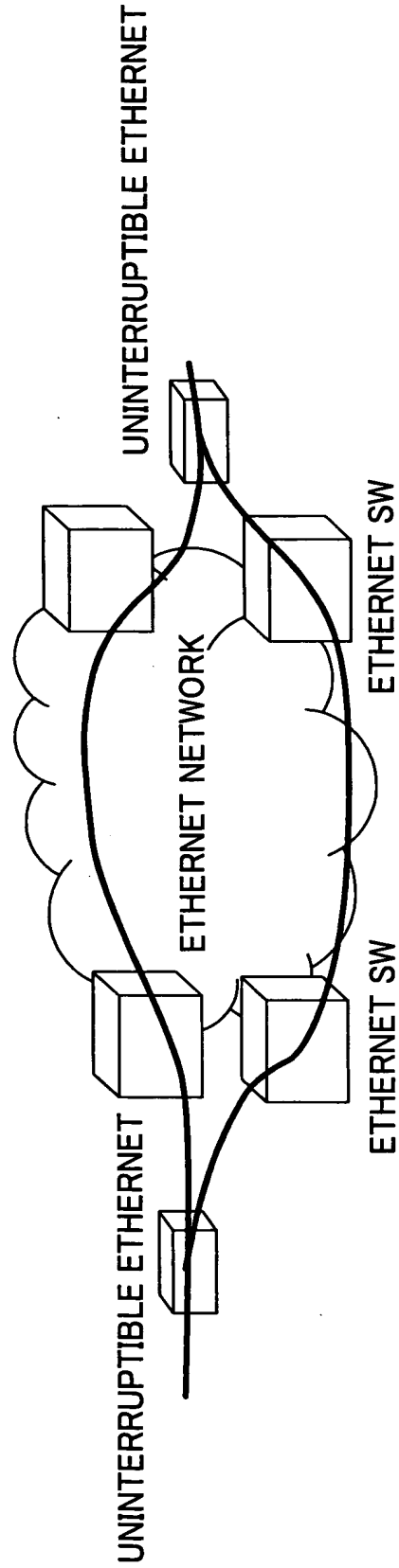
FIG.25



NUMBER OF NODES: ABOUT 8  
 RING PERIMETER LENGTH : ABOUT 200km  
 ABSORBING DELAY DIFFERENCE : <5ms  
 BANDWIDTH:1Gbps

FIG.26

FIG.27



NUMBER OF NODES: ABOUT 5-15  
DISTANCE BETWEEN NODES: ABOUT 200-1000km  
ABSORBING DELAY DIFFERENCE : <20ms  
BANDWIDTH: 10M-1Gbps

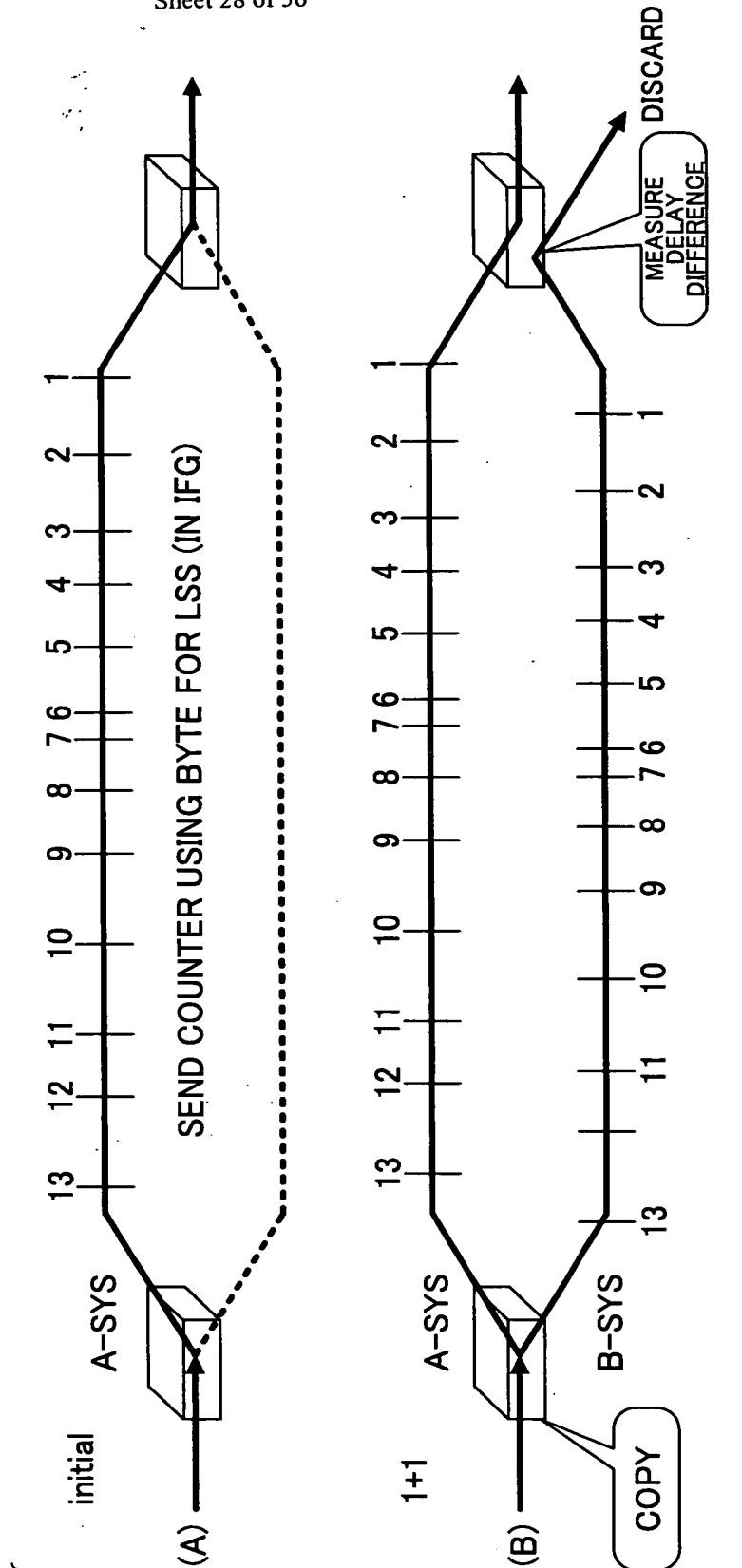


FIG. 28

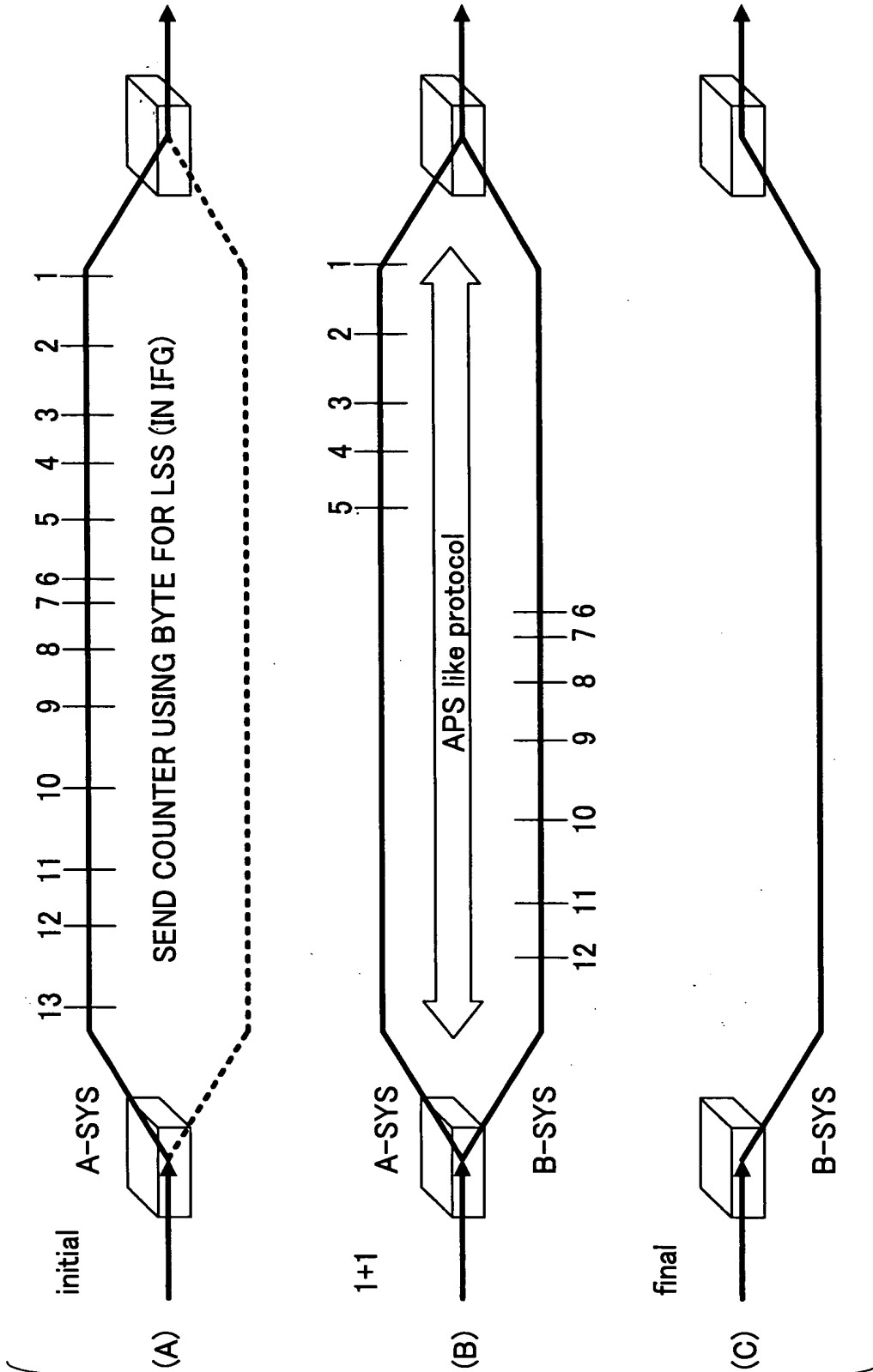


FIG.29

FIG.30

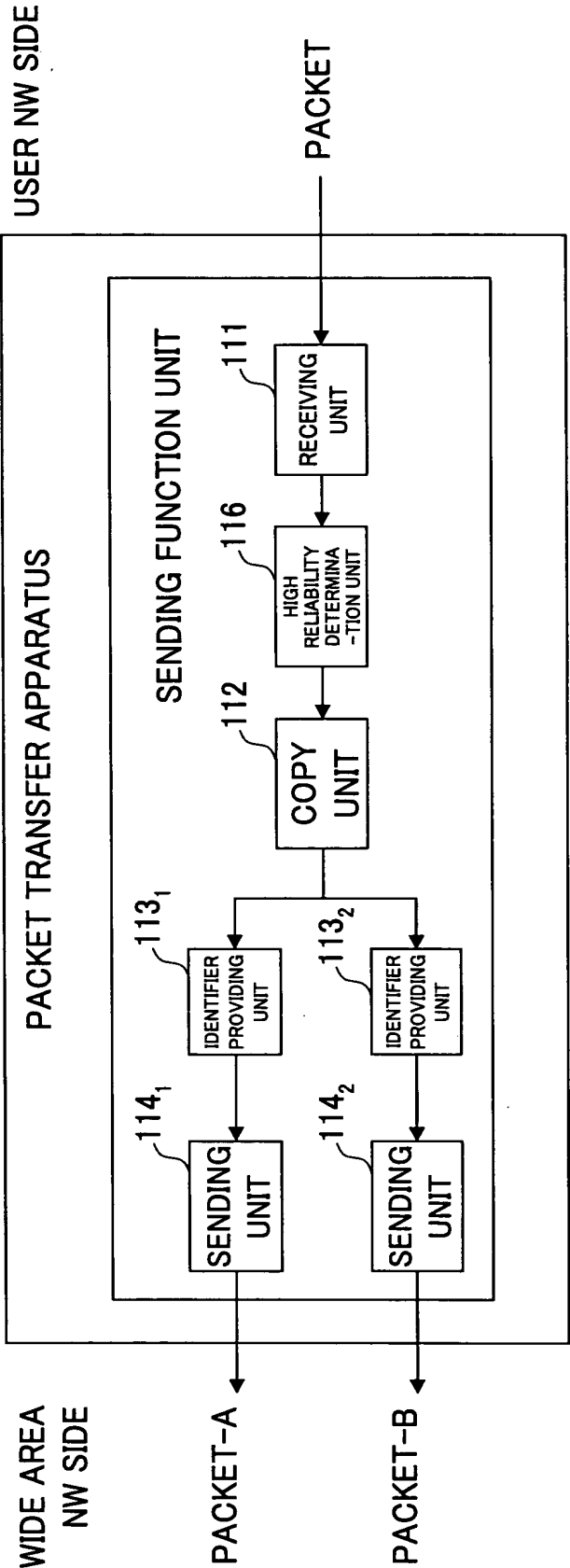
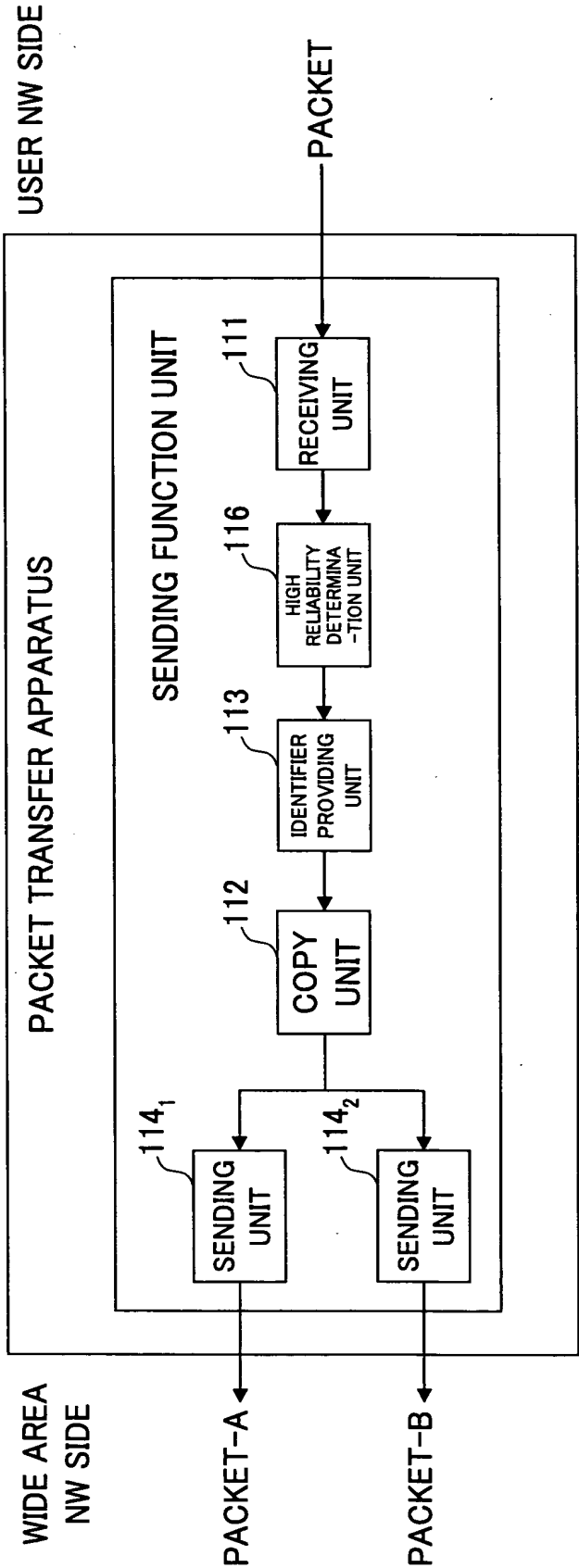
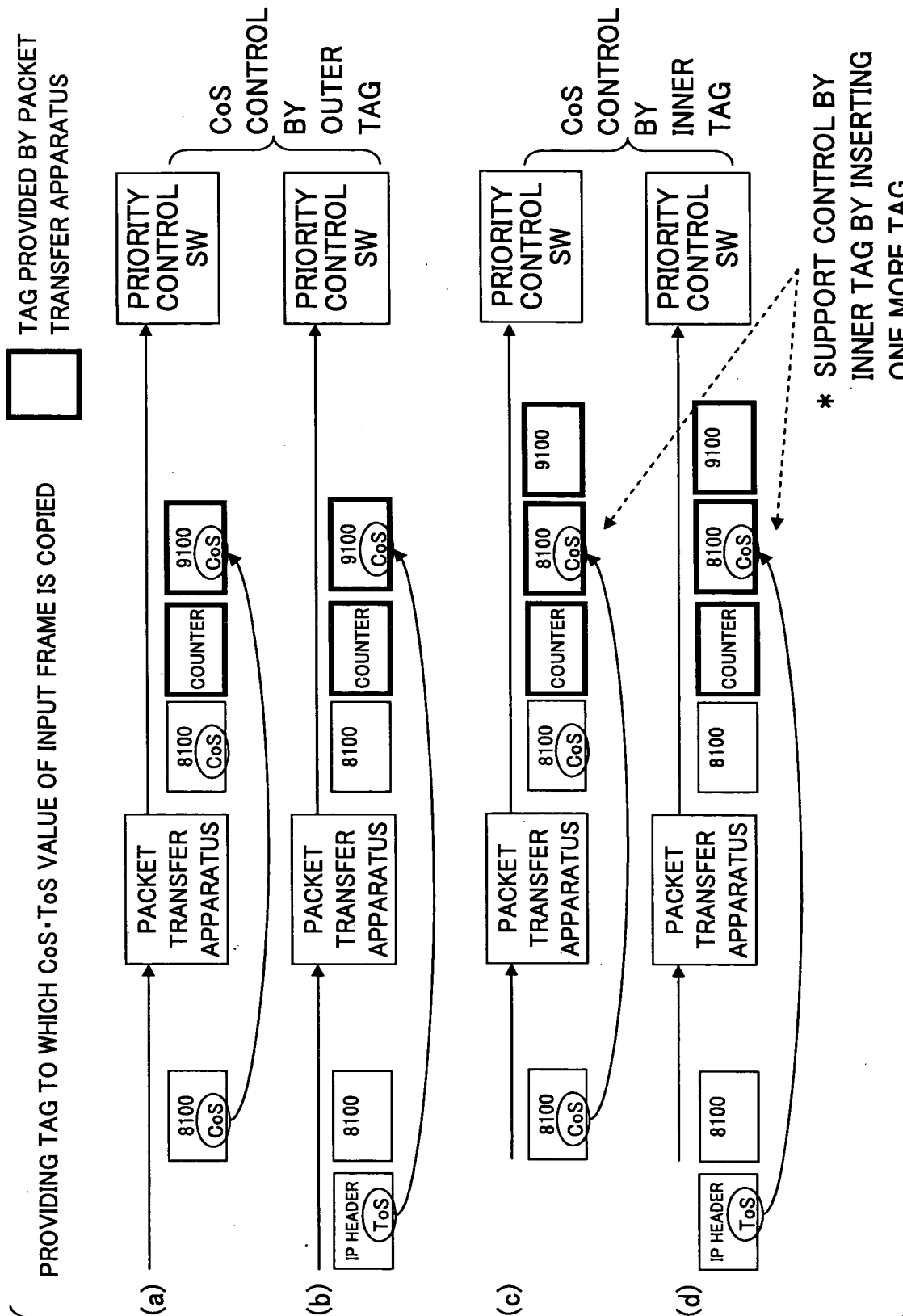
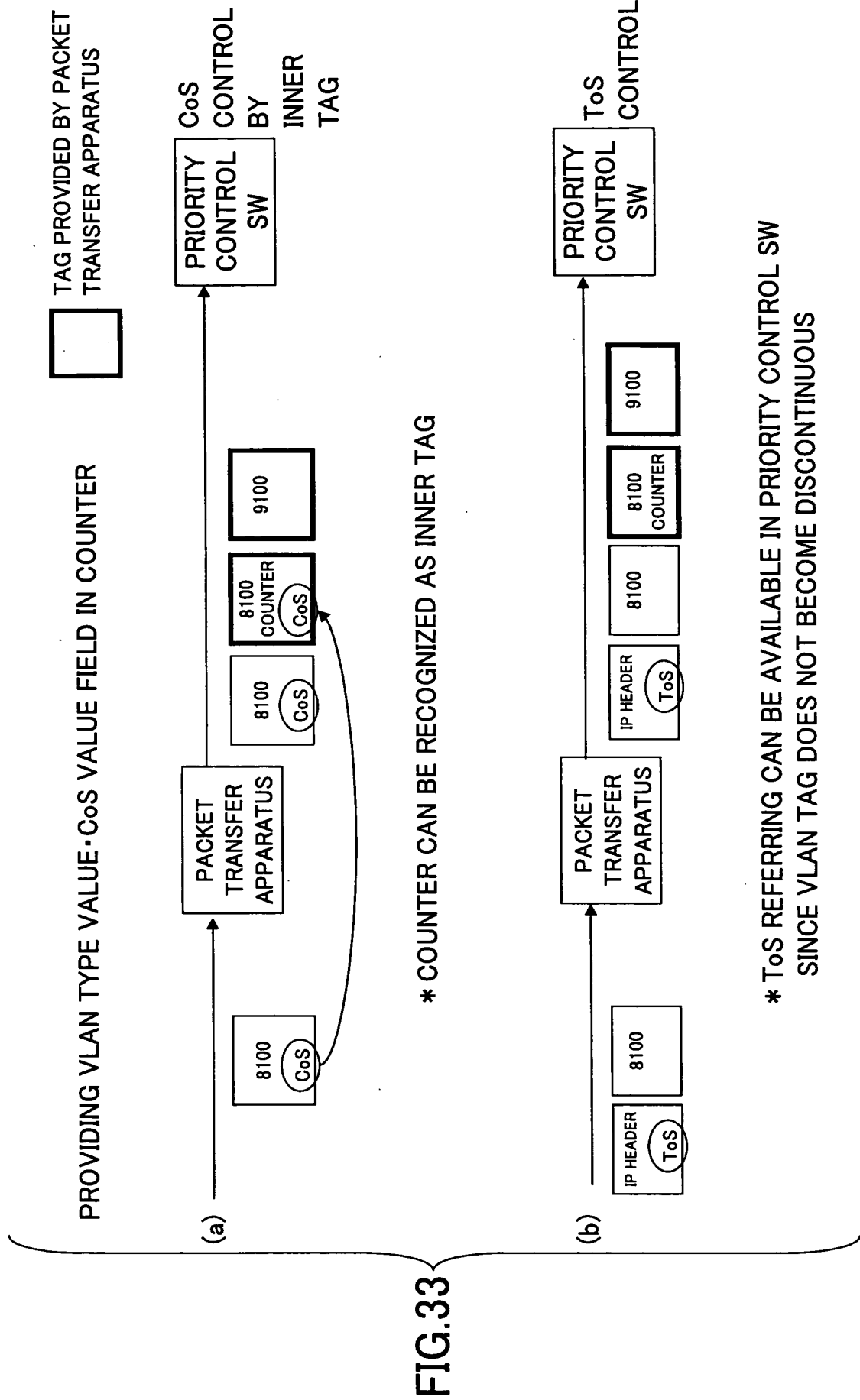


FIG.31









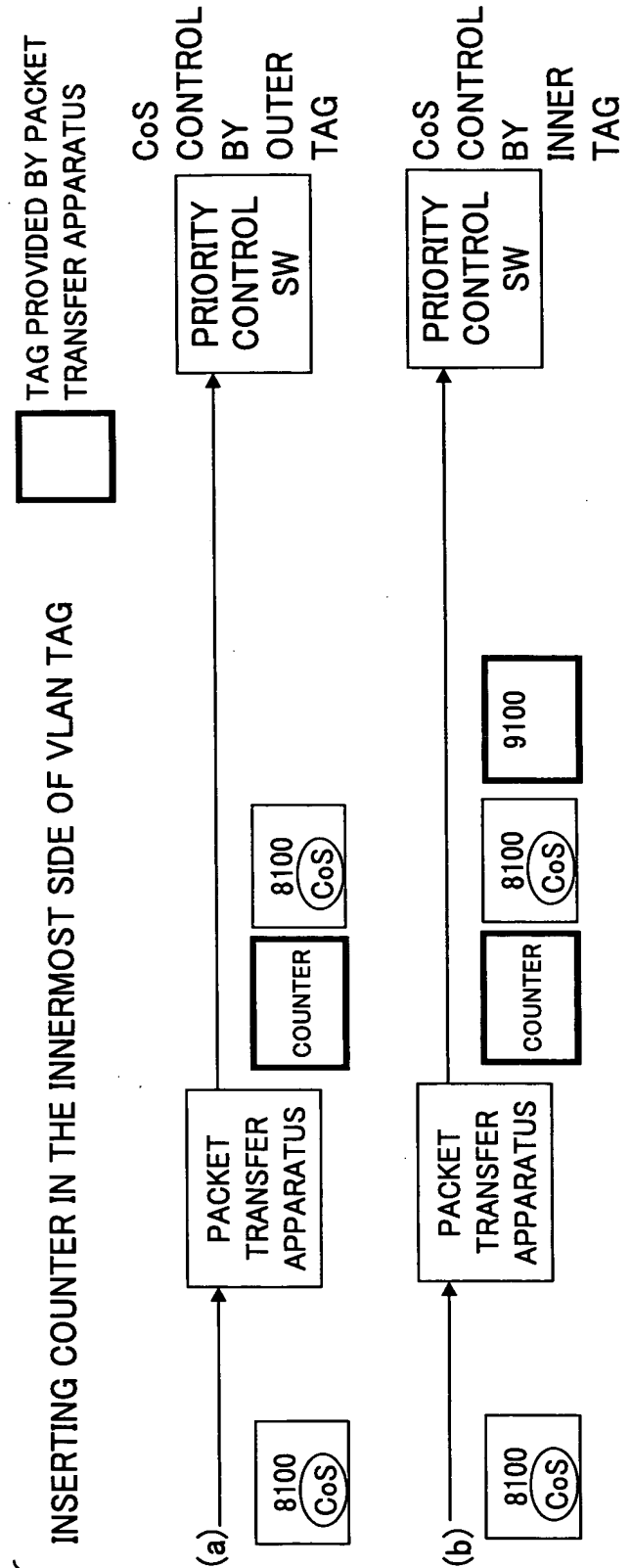


FIG.34

FIG.35

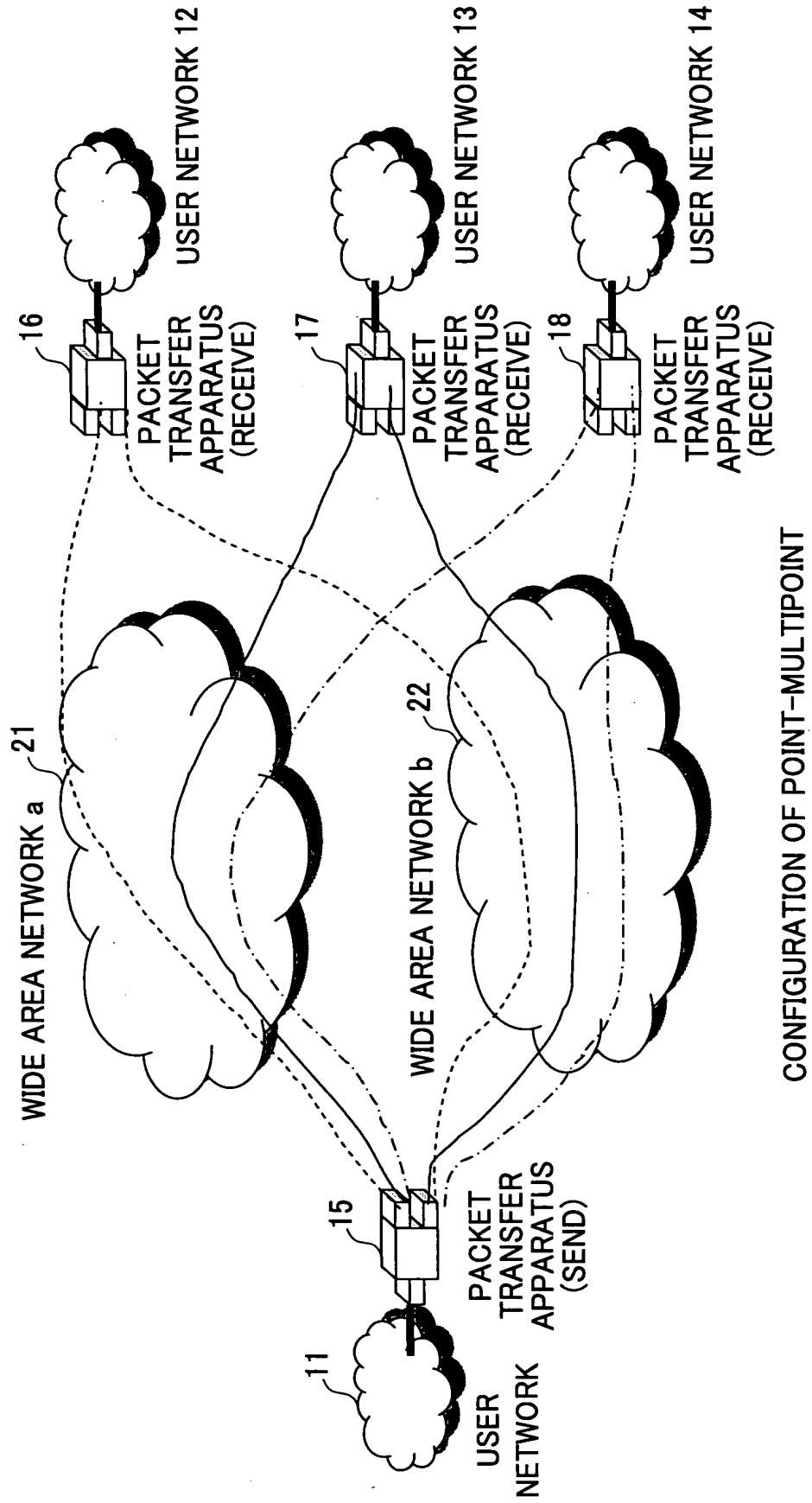
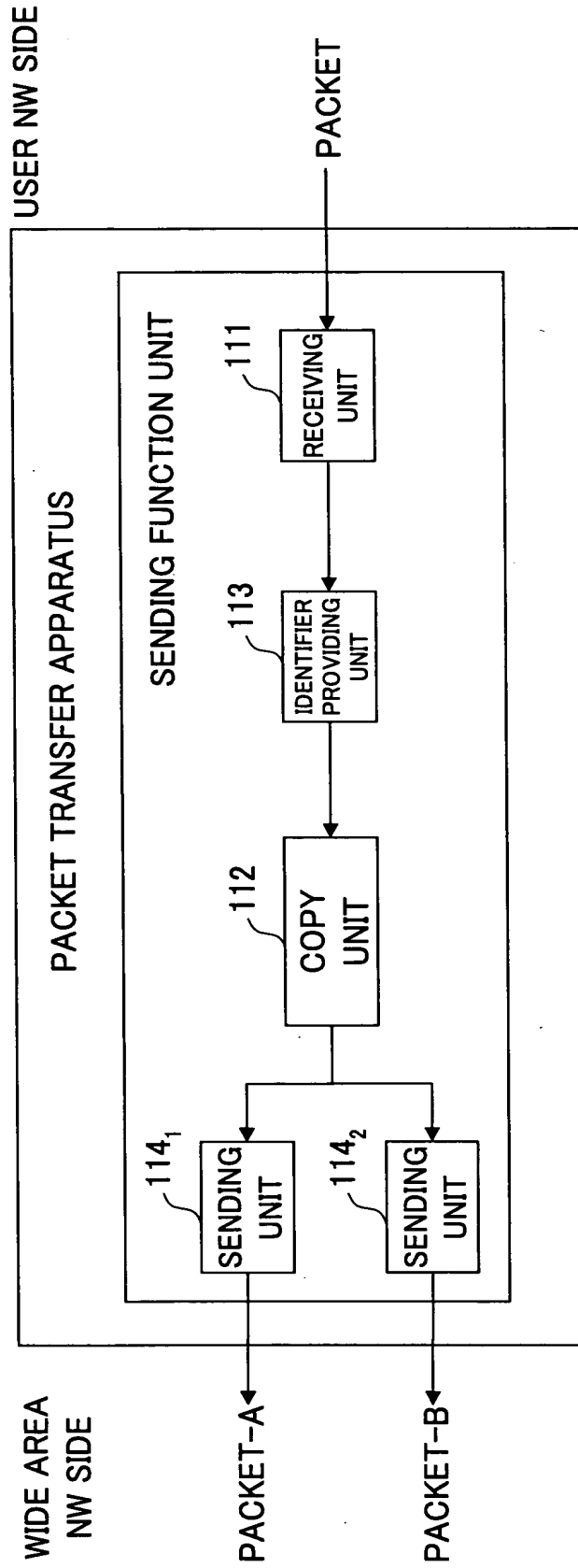


FIG.36



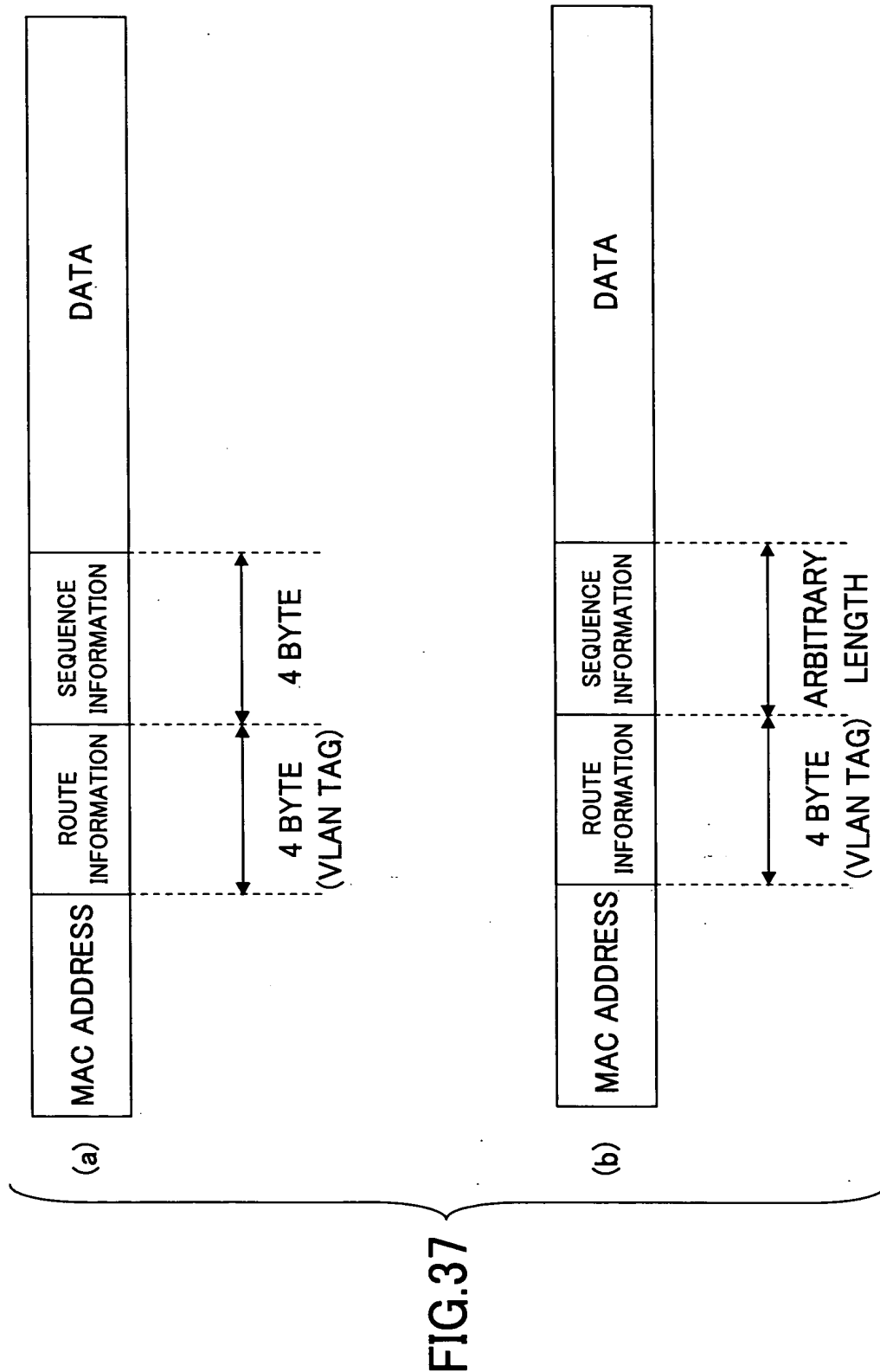


FIG.38

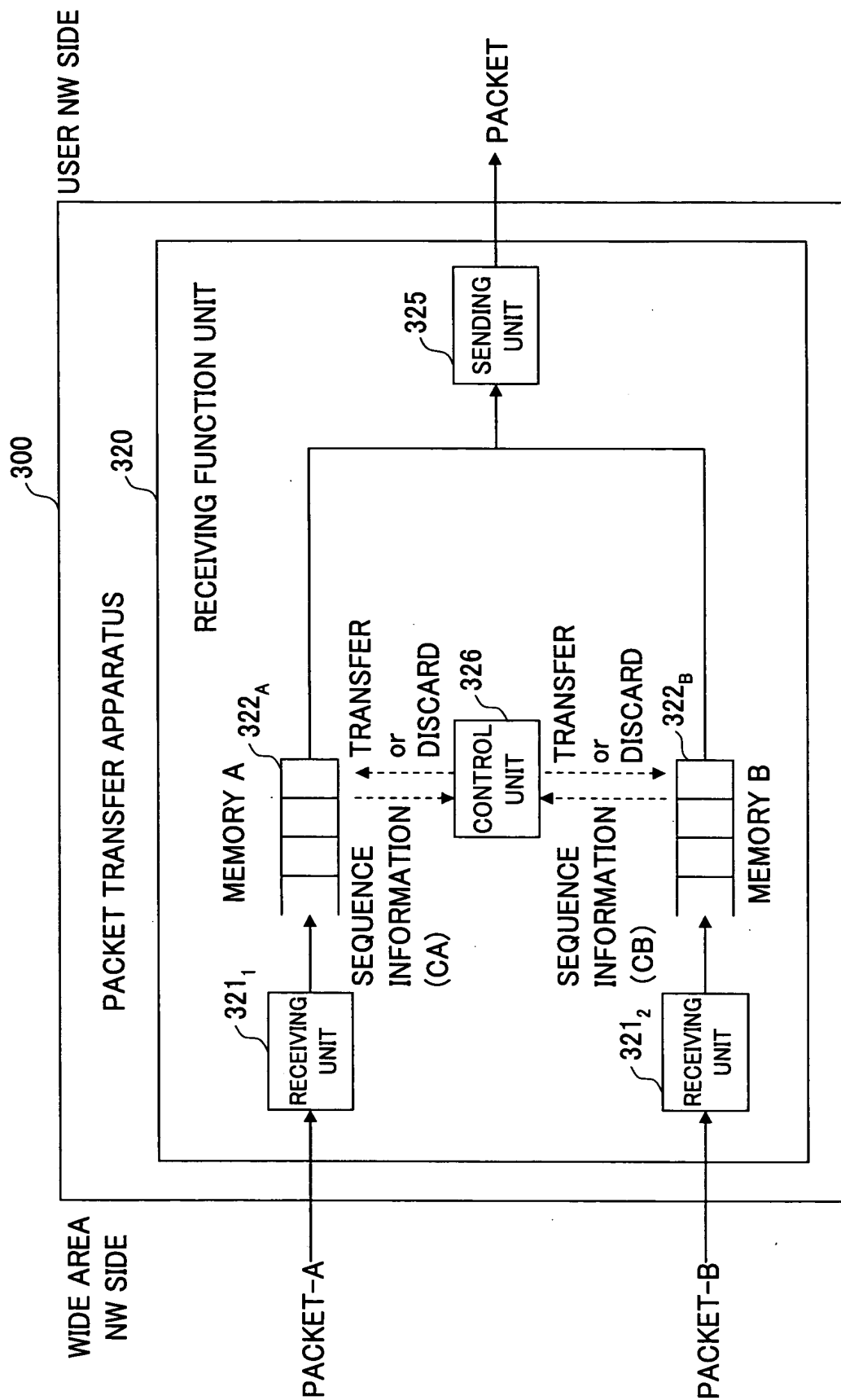


FIG.39

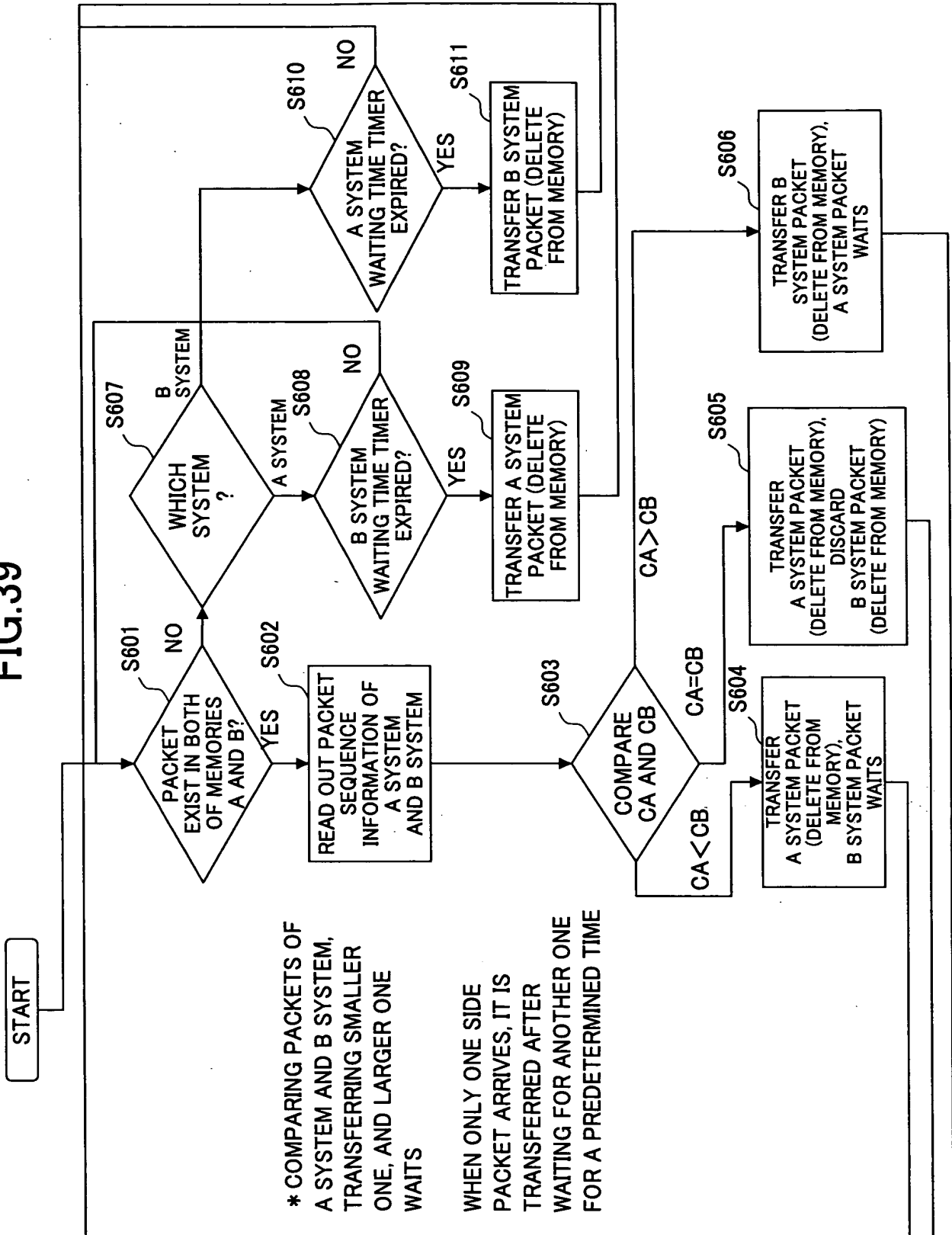


FIG. 40

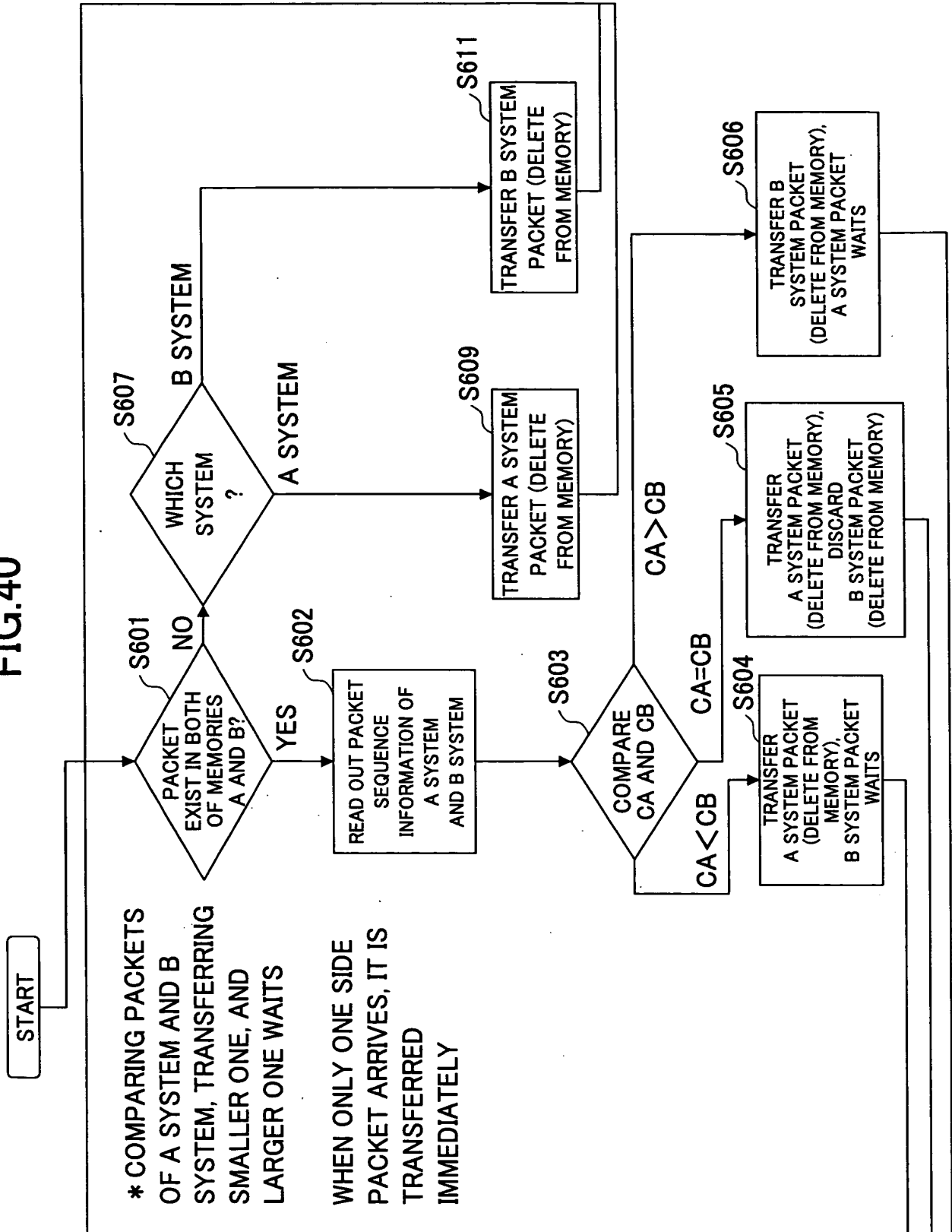




FIG. 41

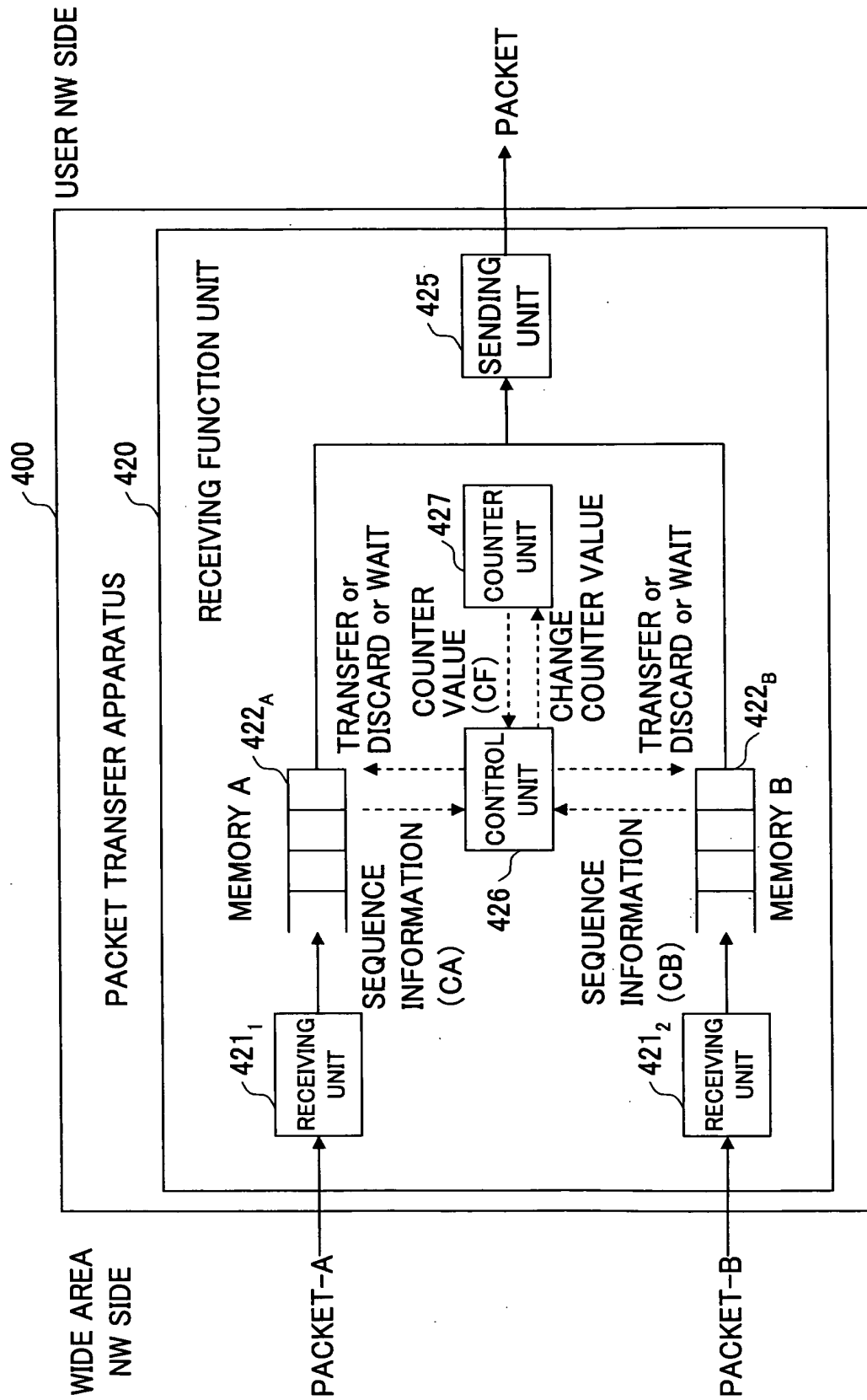
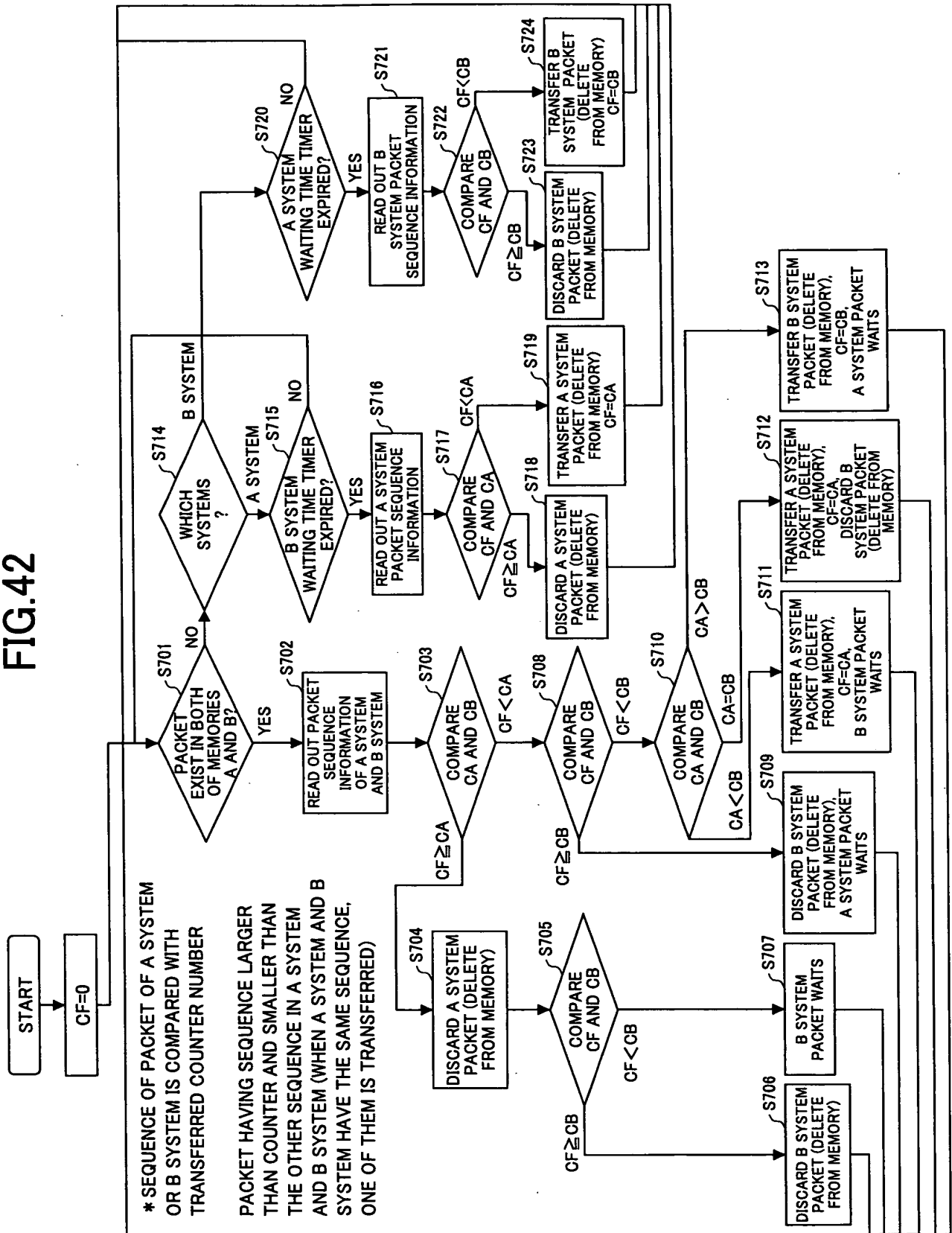


FIG. 42



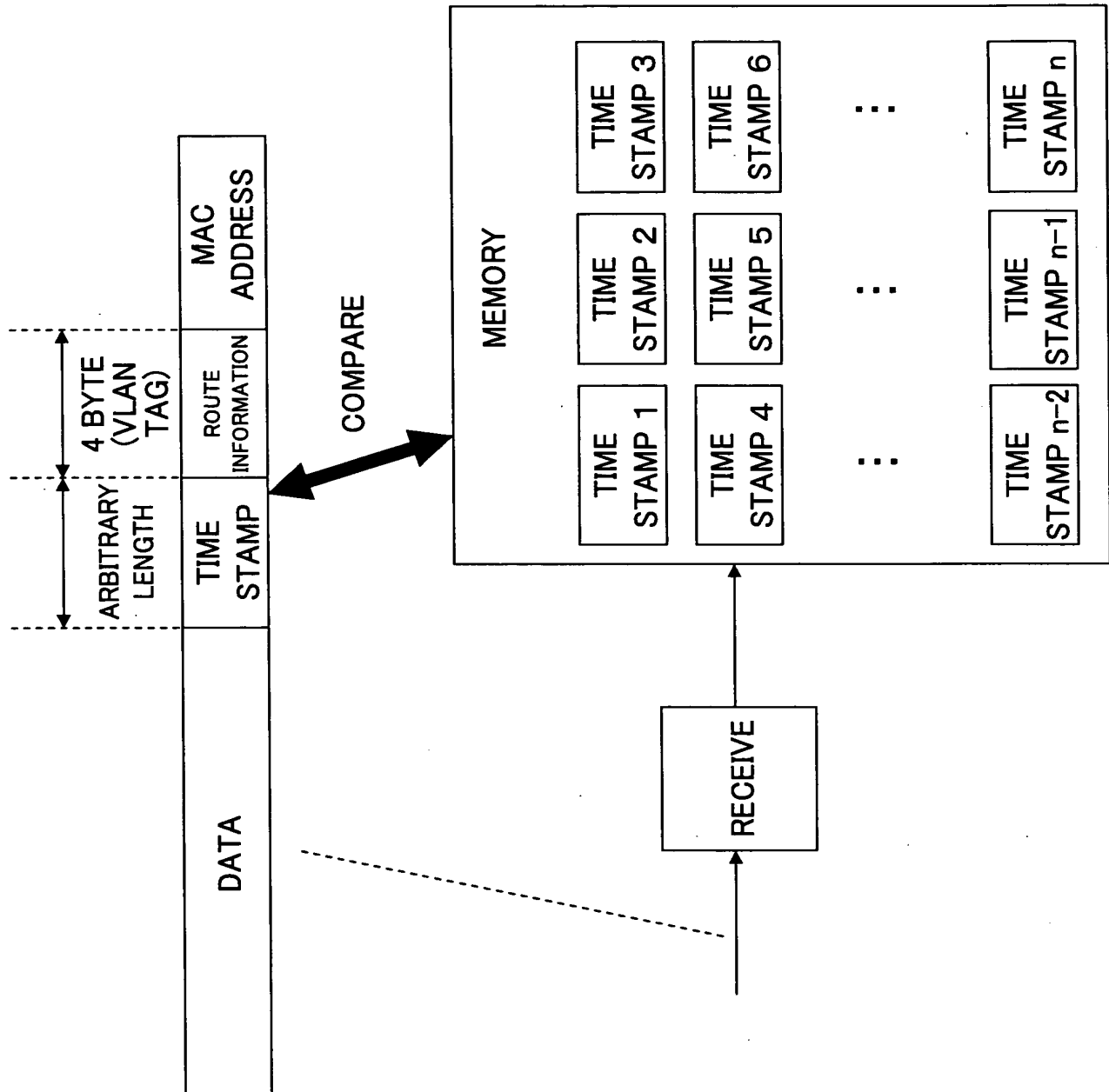


FIG.43

FIG. 44

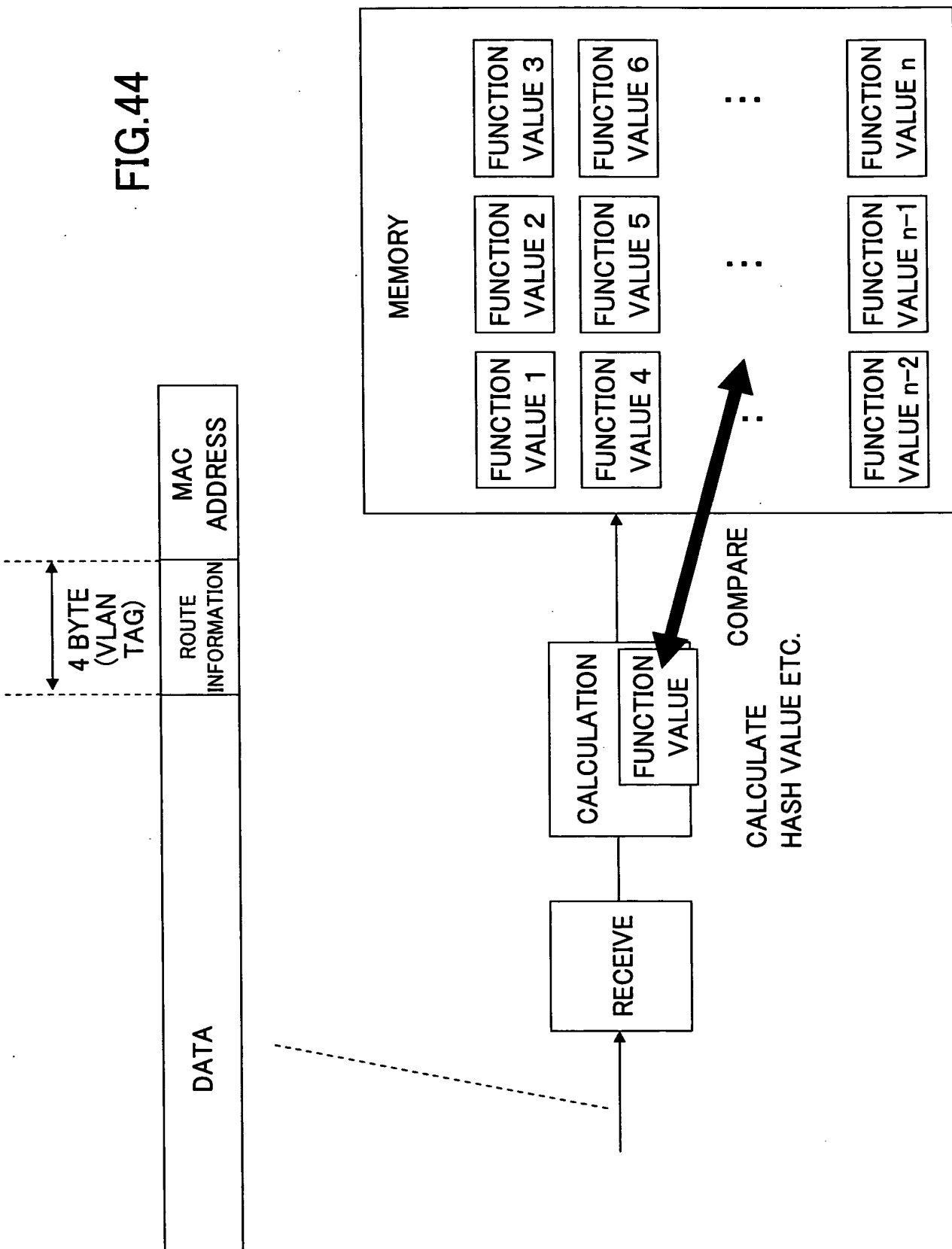
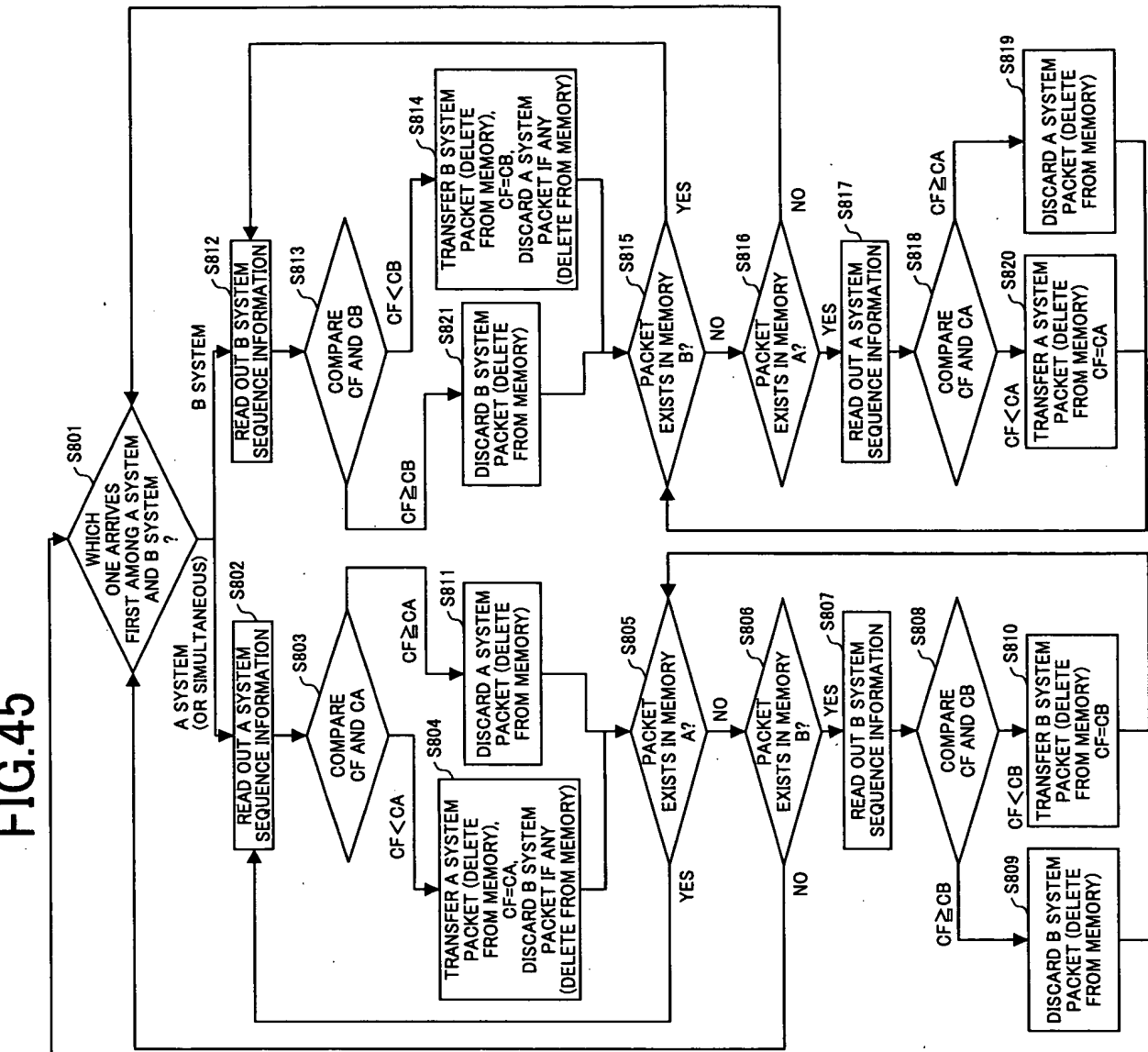


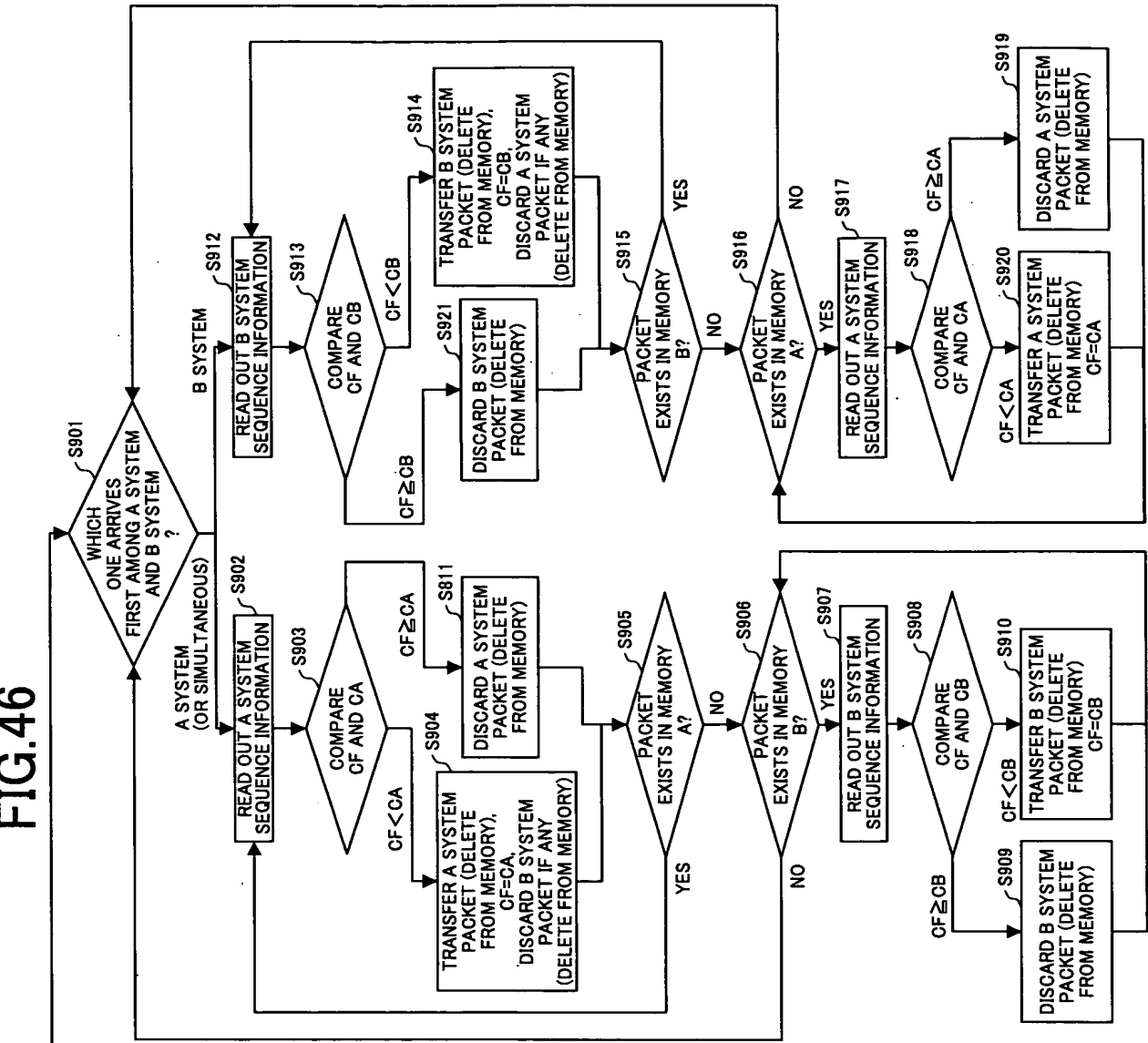
FIG.45



\* FIRST ARRIVING ONE AMONG A SYSTEM AND B SYSTEM IS SET TO BE 0 SYSTEM, AND IS TRANSFERRED (ANOTHER IS SET TO BE 1 SYSTEM)

WHEN 0 SYSTEM STOPS, 1 SYSTEM IS TRANSFERRED, WHEN 0 SYSTEM IS RECOVERED, THE SYSTEM IS RETURNED TO 0 SYSTEM

FIG.46



\* FIRST ARRIVING ONE AMONG A SYSTEM AND B SYSTEM IS SET TO BE 0 SYSTEM, AND IS TRANSFERRED (ANOTHER IS SET TO BE 1 SYSTEM)

WHEN 0 SYSTEM STOPS, 1 SYSTEM IS TRANSFERRED, AFTER THAT 1 SYSTEM IS SELECTED UNTIL IT STOPS

FIG.47

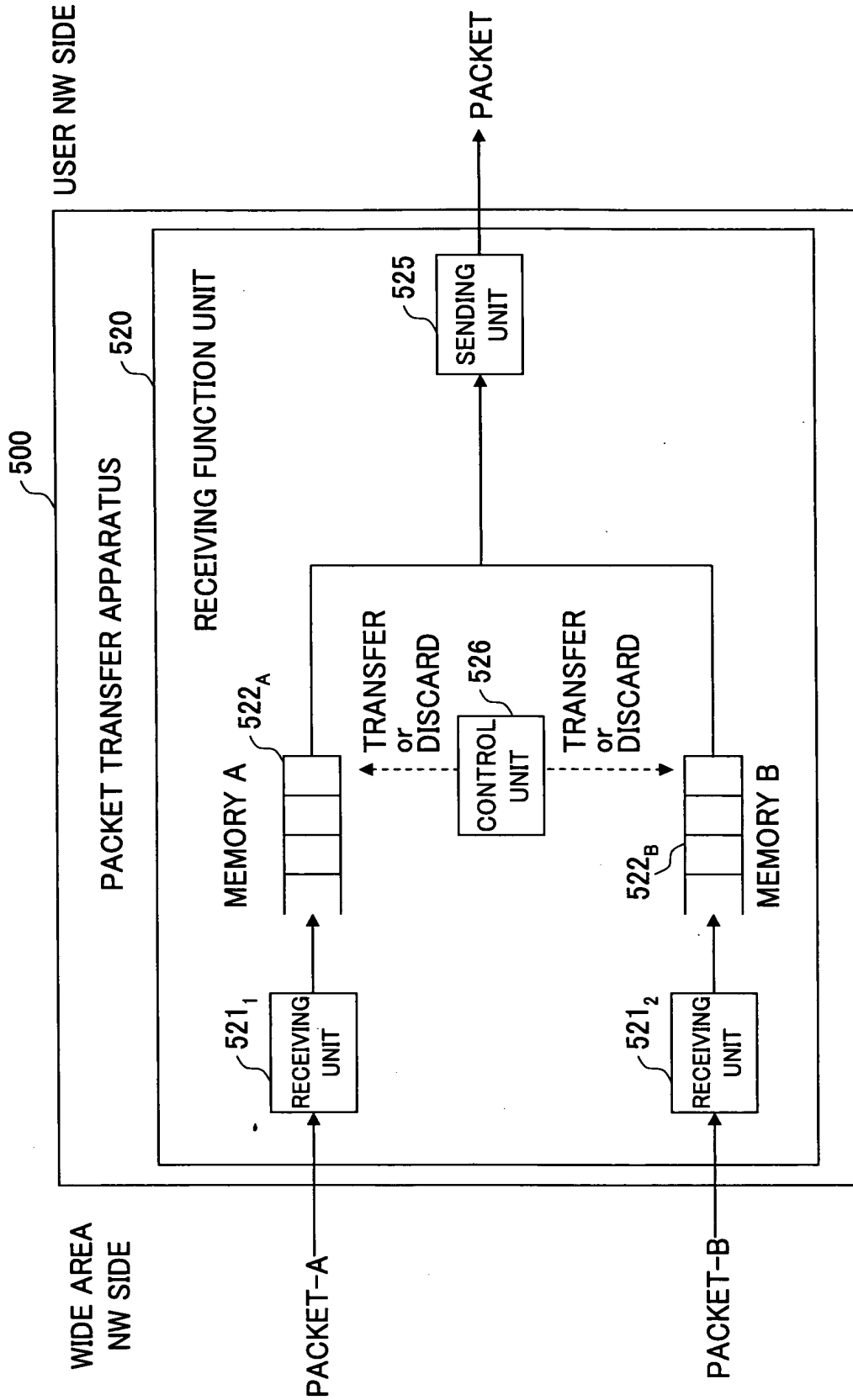


FIG.48

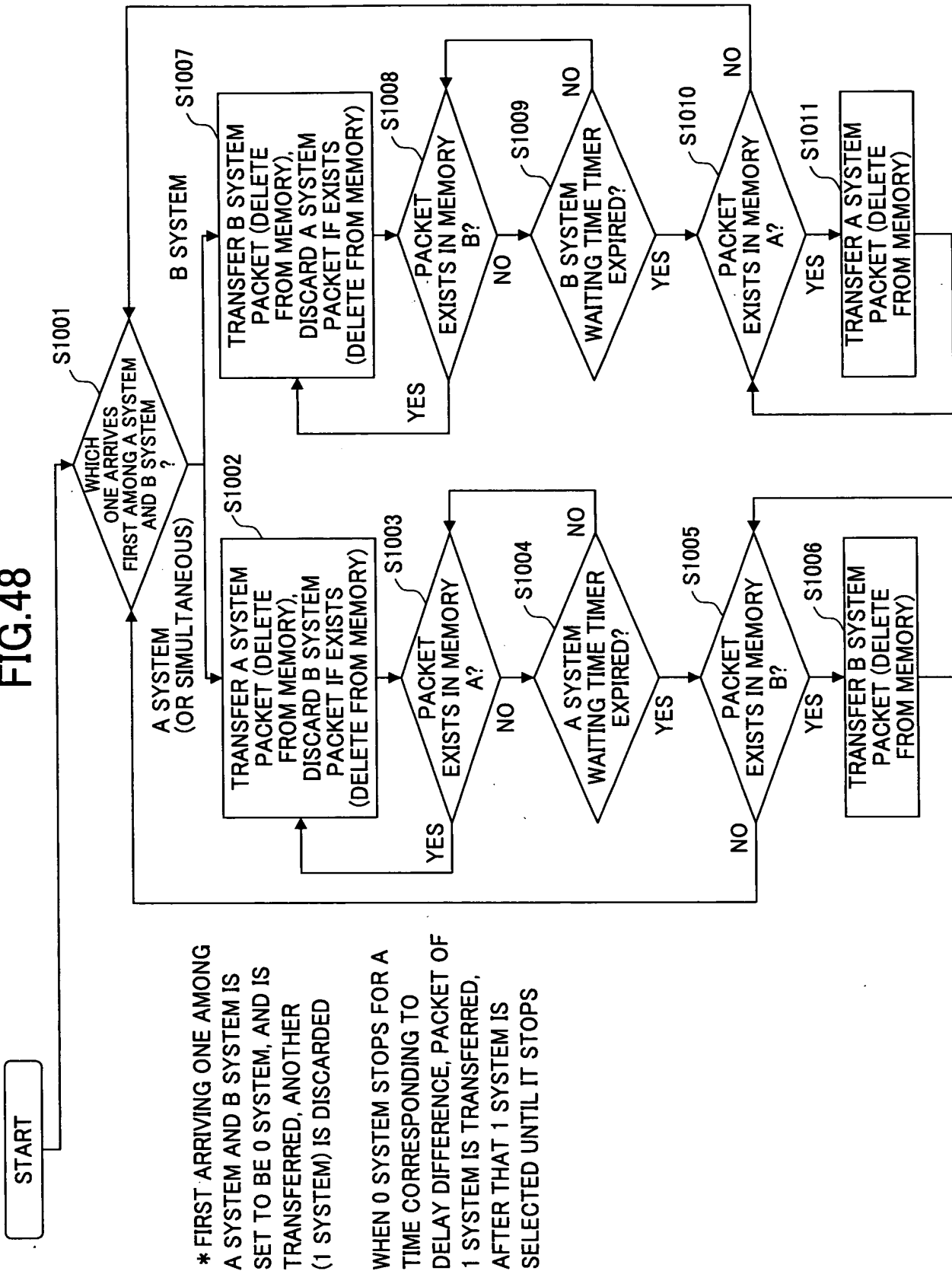
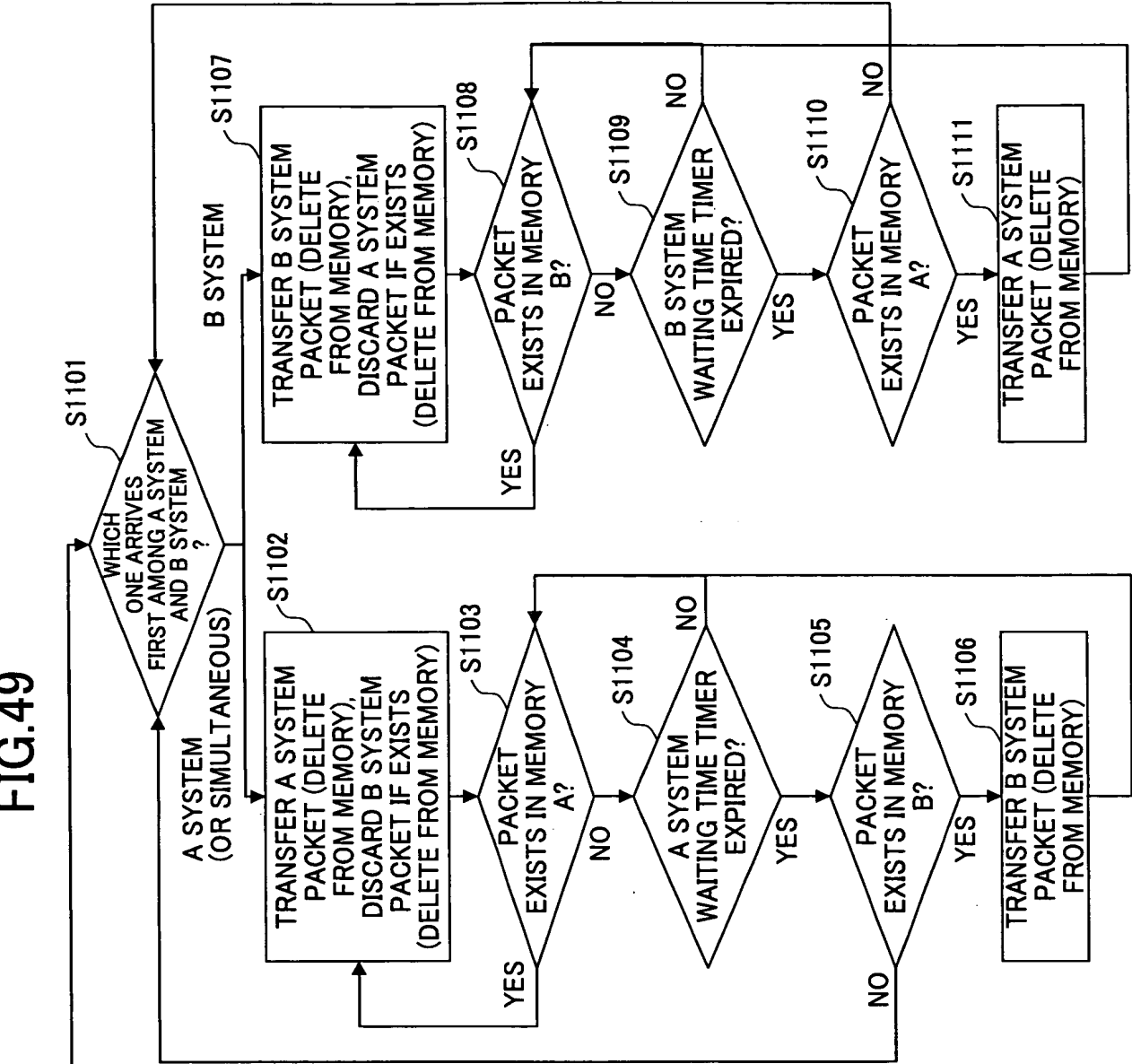




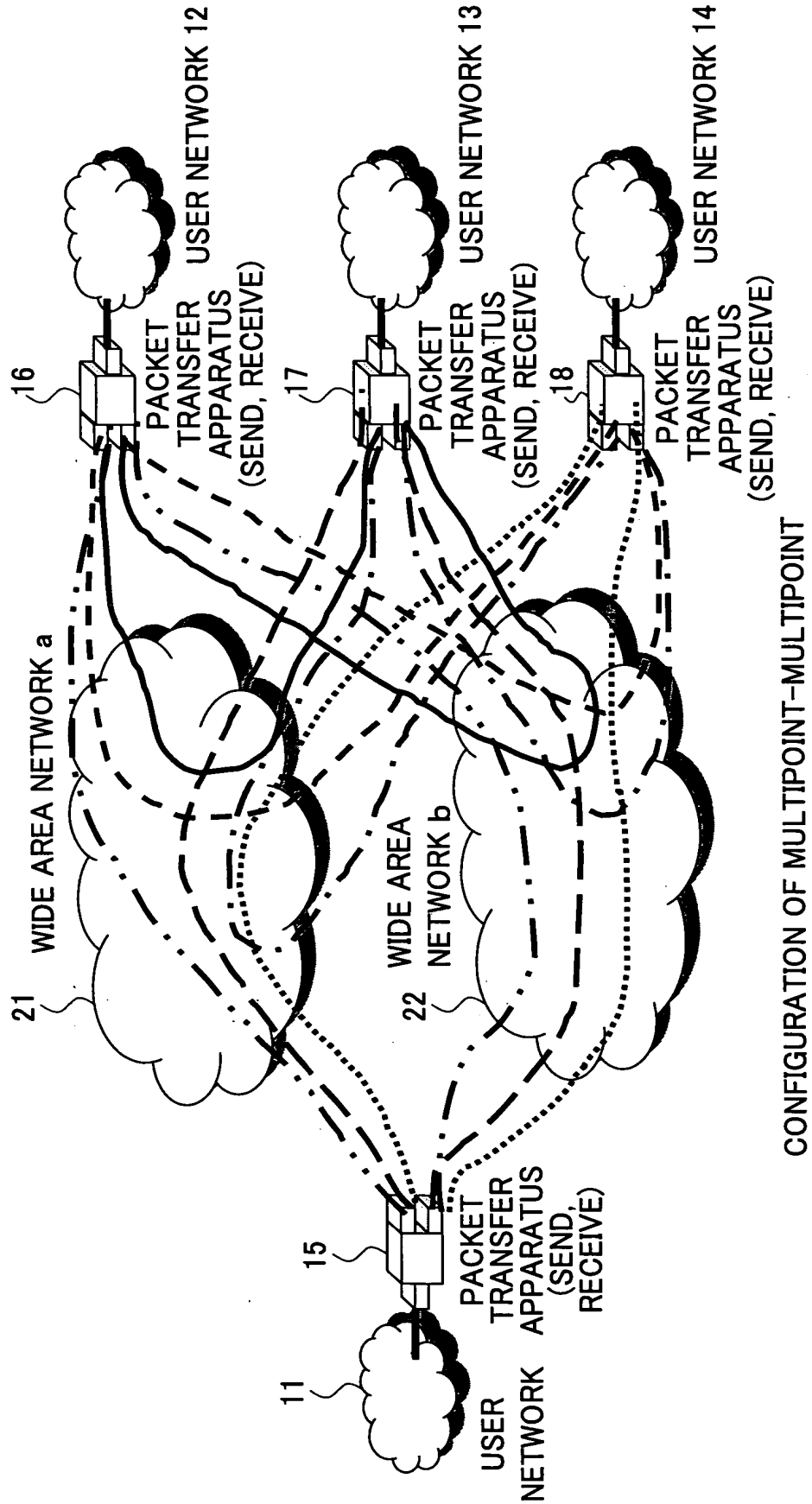
FIG.49



\* FIRST ARRIVING ONE AMONG A SYSTEM AND B SYSTEM IS SET TO BE 0 SYSTEM, AND IS TRANSFERRED, ANOTHER (1 SYSTEM) IS DISCARDED

WHEN 0 SYSTEM STOPS FOR A TIME CORRESPONDING TO DELAY DIFFERENCE, PACKET OF 1 SYSTEM IS TRANSFERRED, WHEN 0 SYSTEM IS RECOVERED, THE SYSTEM IS RETURNED TO 0 SYSTEM

FIG.50



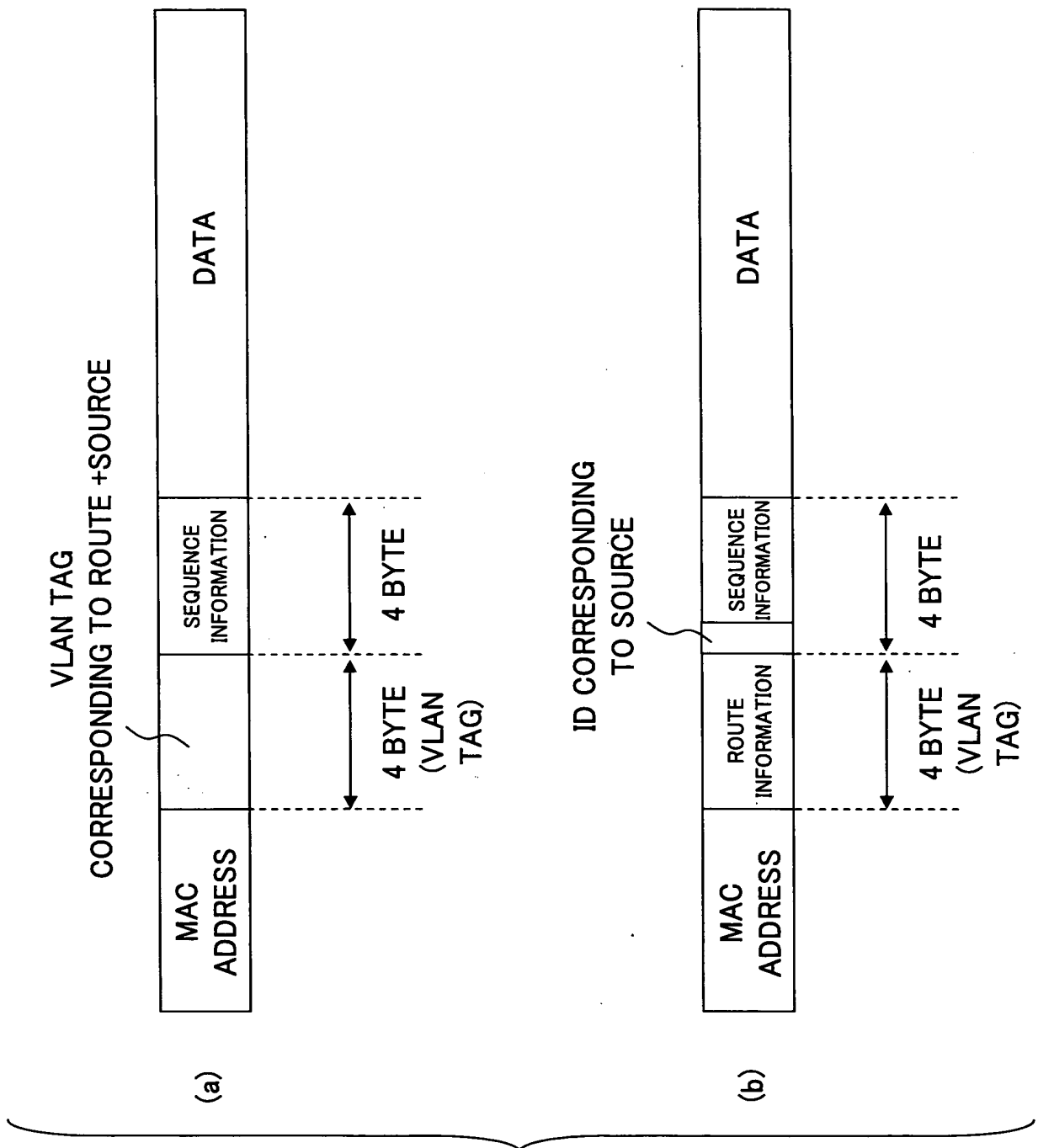


FIG. 51

FIG.52

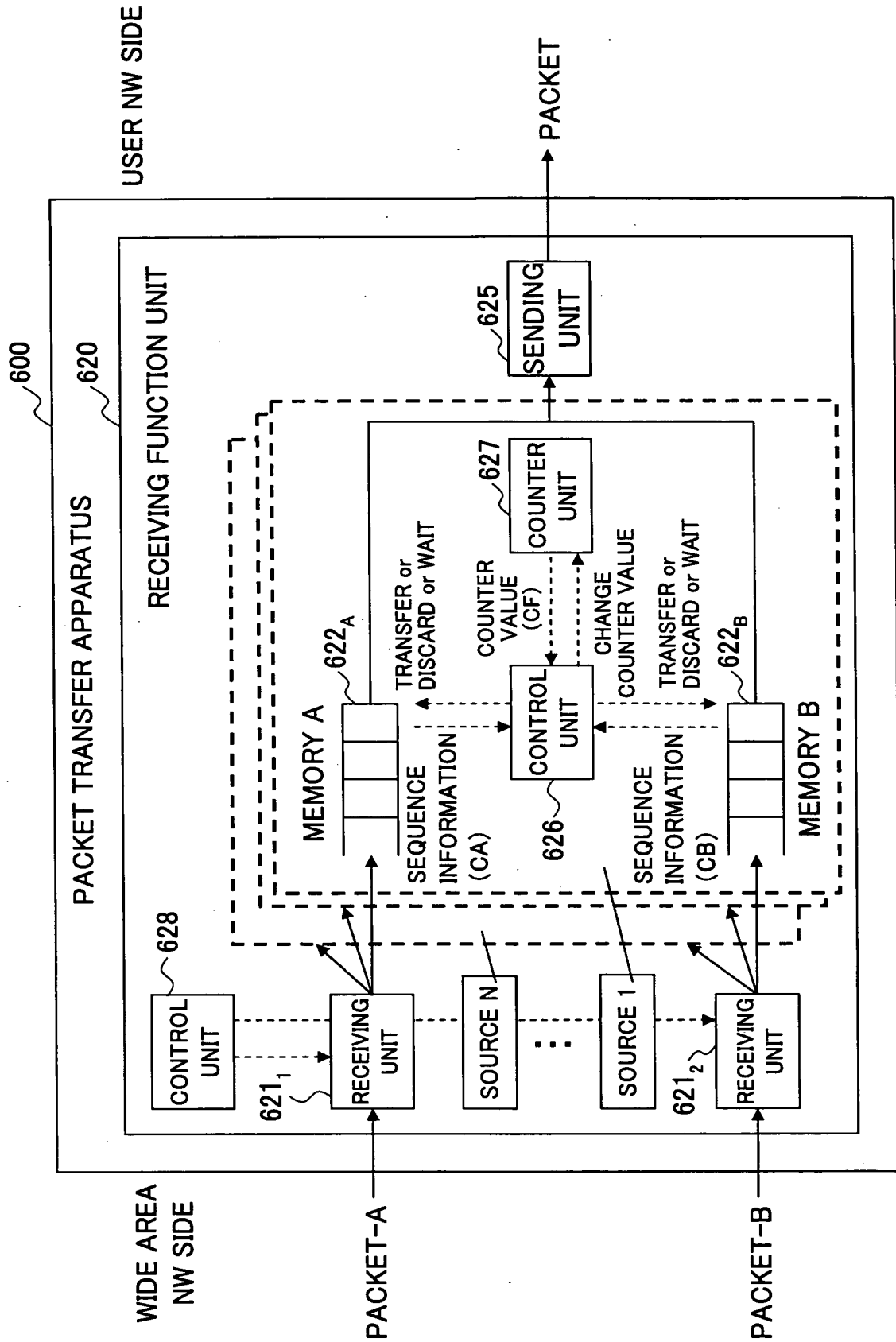


FIG.53

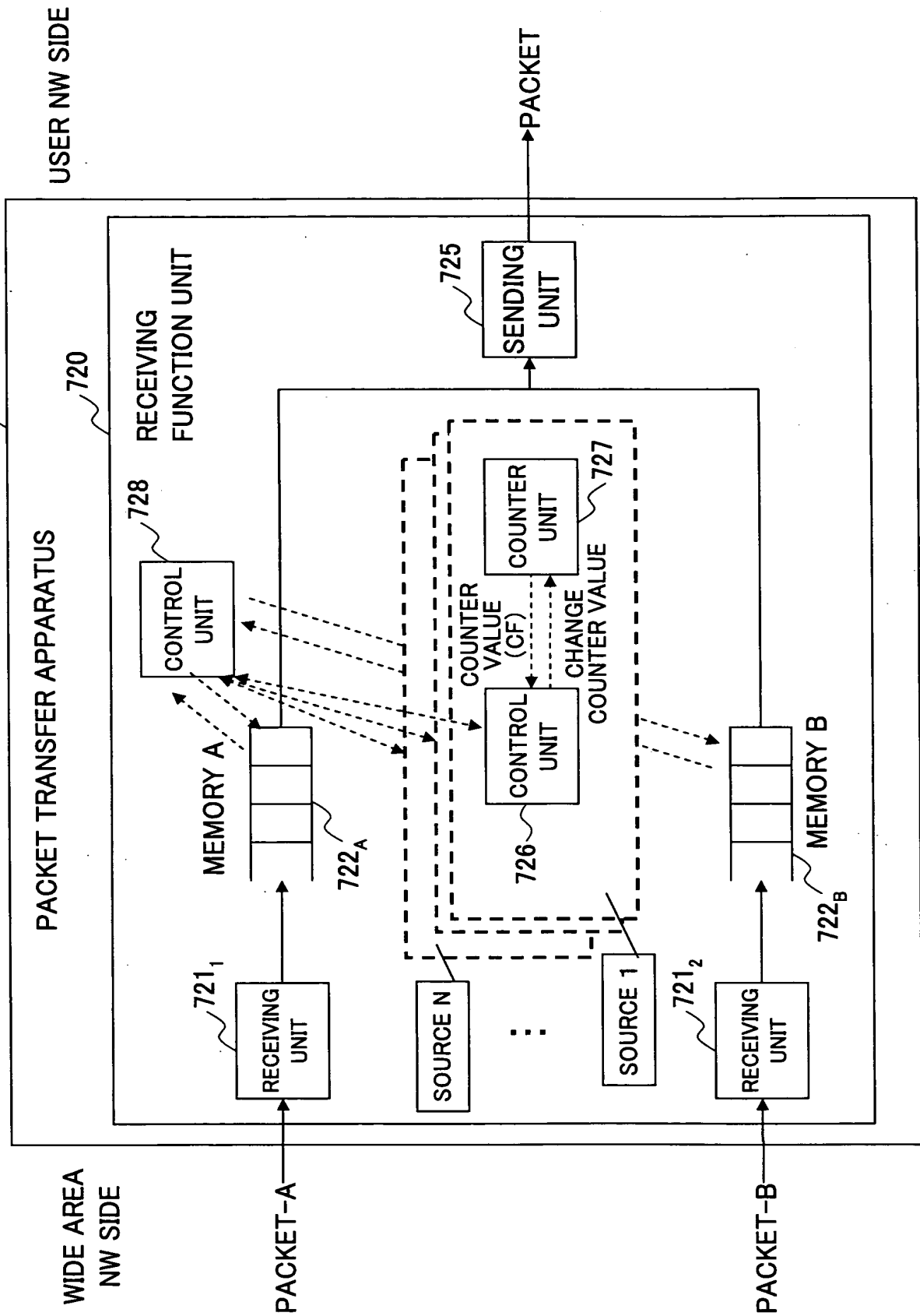


FIG.54

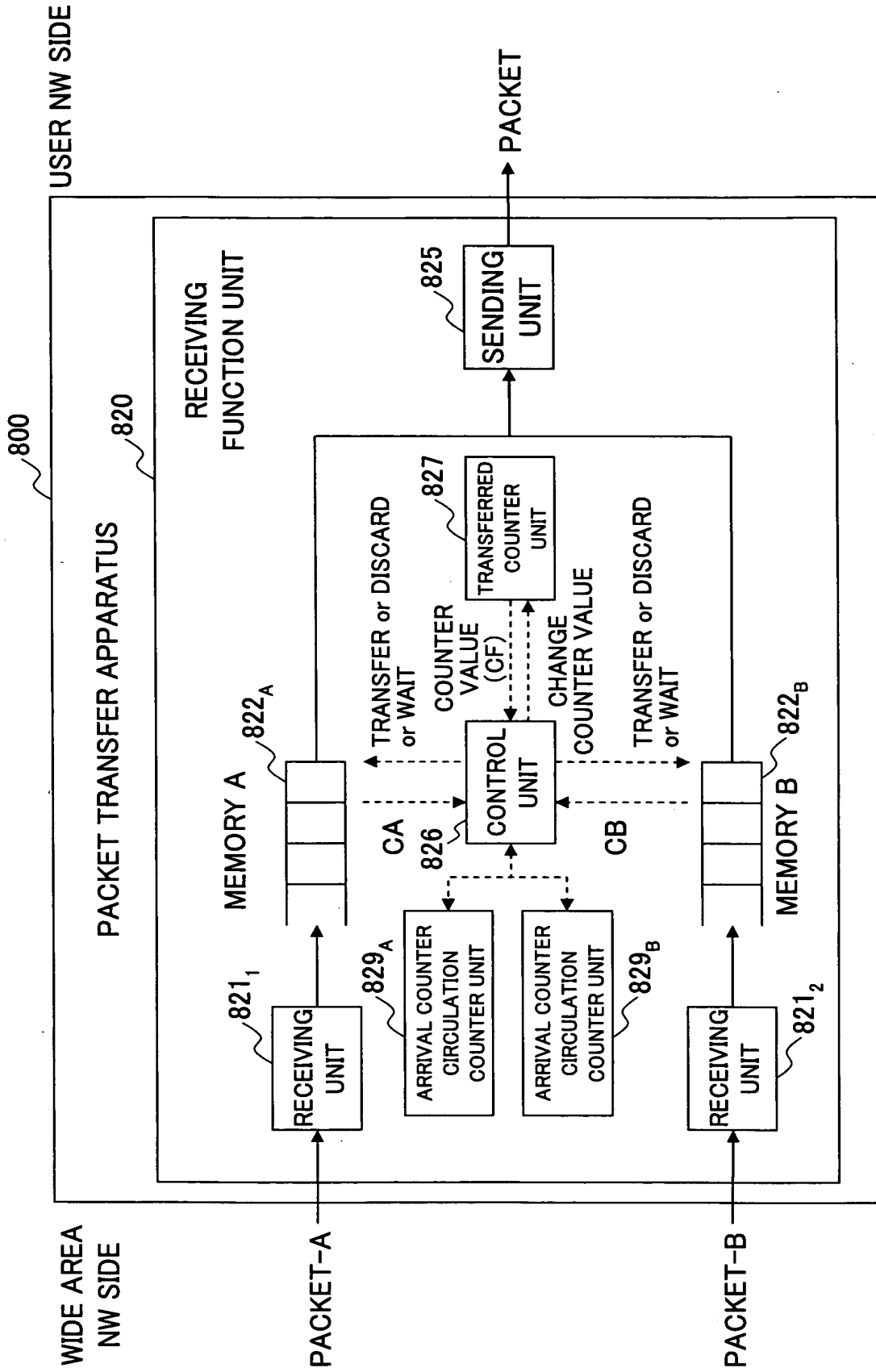
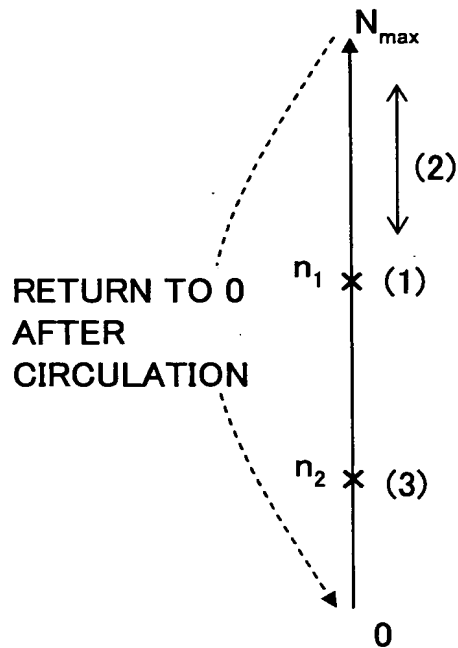


FIG.55

SEQUENCE NUMBER OF SEQUENCE IDENTIFIER



$N_{max}$  IS THE MAXIMUM VALUE OF SEQUENCE NUMBER  
(ex: WHEN SEQUENCE IDENTIFIER IS x BIT,  $N_{max}=2^x$ )

FIG.56

